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MODEL 1724C/1734C, GD-1720C OPERATOR'S MANUAL

FURUNO ELECTRIC CO., LTD.

FURUNO

Marine Radar
MODEL 1724C/1734C

Color Video Plotter
GD-1720C

NAVnet
VX2



FURUNO ELECTRIC CO., LTD.

www.furuno.co.jp

OPERATOR'S MANUAL

IMPORTANT NOTICES

General

- The operator of this equipment must read and follow the descriptions in this manual. Wrong operation or maintenance can cancel the warranty or cause injury.
- Do not copy any part of this manual without written permission from FURUNO.
- If this manual is lost or worn, contact your dealer about replacement.
- The contents of this manual and equipment specifications can change without notice.
- The example screens (or illustrations) shown in this manual can be different from the screens you see on your display. The screens you see depend on your system configuration and equipment settings.
- Save this manual for future reference.
- Any modification of the equipment (including software) by persons not authorized by FURUNO will cancel the warranty.
- All brand and product names are trademarks, registered trademarks or service marks of their respective holders.

How to discard this product

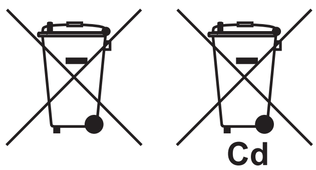
Discard this product according to local regulations for the disposal of industrial waste. For disposal in the USA, see the homepage of the Electronics Industries Alliance (http://www.eiae.org/) for the correct method of disposal.

How to discard a used battery

Some FURUNO products have a battery(ies). To see if your product has a battery, see the chapter on Maintenance. Follow the instructions below if a battery is used. Tape the + and - terminals of battery before disposal to prevent fire, heat generation caused by short circuit.

<u>In the European Union</u>

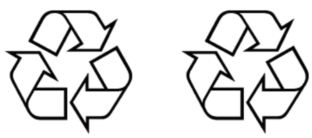
The crossed-out trash can symbol indicates that all types of batteries must not be discarded in standard trash, or at a trash site. Take the used batteries to a battery collection site according to your national legislation and the Batteries Directive 2006/66/EU.



Cd

<u>In the USA</u>

The Mobius loop symbol (three chasing arrows) indicates that Ni-Cd and lead-acid rechargeable batteries must be recycled. Take the used batteries to a battery collection site according to local laws.



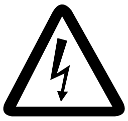
Ni-Cd Pb

<u>In the other countries</u>

There are no international standards for the battery recycle symbol. The number of symbols can increase when the other countries make their own recycling symbols in the future.

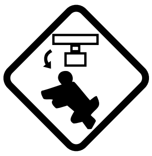
⚠ SAFETY INSTRUCTIONS

⚠ WARNING



ELECTRICAL SHOCK HAZARD
Do not open the equipment.

Only qualified personnel should work inside the equipment.



Turn off the radar power switch before servicing the antenna unit. Post a warning sign near the switch indicating it should not be turned on while the antenna unit is being serviced.

Prevent the potential risk of being struck by the rotating antenna and exposure to RF radiation hazard.



Wear a safety belt and hard hat when working on the antenna unit.

Serious injury or death can result if someone falls from the radar antenna mast.

Do not disassemble or modify the equipment.

Fire, electrical shock or serious injury can result.

Turn off the power immediately if water leaks into the equipment or the equipment is emitting smoke or fire.

Continued use of the equipment can cause fire or electrical shock.

Use the proper fuse.

Fuse rating is shown on the power cable. Use of a wrong fuse can result in damage to the equipment.

Keep heater away from equipment.

Heat can alter equipment shape and melt the power cord, which can cause fire or electrical shock.

⚠ WARNING

Radio Frequency Radiation Hazard

The radar antenna emits electromagnetic radio frequency (RF) energy which can be harmful, particularly to your eyes. Never look directly into the antenna aperture from a close distance while the radar is in operation or expose yourself to the transmitting antenna at a close distance.

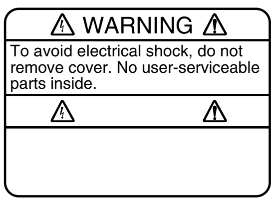
Distances at which RF radiation levels of 100 and 10 W/m^2 exist are given in the table below.

Note: If the antenna unit is installed at a close distance in front of the wheel house, your administration may require halt of transmission within a certain sector of antenna revolution. This is possible - Ask your FURUNO representative or dealer to provide this feature.

MODEL		Distance to 100 W/m^2 point	Distance to 10 W/m^2 point
MODEL 1824C		Nil	Worst case 0.50 m
MODEL 1834C		Nil	Worst case 1.80 m
MODEL 1934C		Worst case 0.20 m	Worst case 3.00 m
MODEL 1944C		Nil	Worst case 2.50 m
MODEL 1954C	XN-12A	Nil	Worst case 2.50 m
	XN-13A		Worst case 2.30 m

Warning Label

A warning label is attached to the equipment. Do not remove the label. If the label is missing or damaged, contact a FURUNO agent or dealer.



Name: Warning Label (1)
Type: 86-003-1011-0
Code No.: 100-236-230

TABLE OF CONTENTS

FOREWORD

A Word to the Owner of the Model 1724C/1734C Series Marine Radar, GD-1720C Color Video Plotter

FURUNO Electric Company thanks you for purchasing the Model 1724C/1734C Series Marine Radar, GD-1720C Color Video Plotter. We are confident you will discover why the FURUNO name has become synonymous with quality and reliability.

For over 60 years FURUNO Electric Company has enjoyed an enviable reputation for quality and reliability throughout the world. This dedication to excellence is furthered by our extensive global network of agents and dealers.

Your equipment is designed and constructed to meet the rigorous demands of the marine environment. However, no machine can perform its intended function unless properly installed and maintained. Please carefully read and follow the operation and maintenance procedures set forth in this manual.

We would appreciate feedback from you, the end-user, about whether we are achieving our purposes.

Thank you for considering and purchasing FURUNO.

Features

The 1724C/1734C Radar Series and the GD-1720C Video Plotter work within our network system called the "NavNet." Each product has an IP address to communicate with NavNet compatible products within the network, using TCP/IP protocol through an Ethernet 10BASE-T network.

The main features are as follows:

- Bright 7" screen visible even under direct sunlight.
- User friendly operation with combination of discrete keys, soft keys, and cursor pad.
- Accepts the following SD chart cards: NAVIONICS GOLD or C-MAP NT+/NT MAX charts, depending on specification. All names mentioned above are registered trademarks of their respective companies.
- Fast chart redraw.
- Built-in NavNet interface circuit board.
- Highly accurate, WAAS-capable 12-channel FURUNO BB GPS Receiver GP-320B/330B and Weather Station WS-200 optionally available. (Hereafer these models are collectively referred to as FURUNO BB GPS receiver.)
- User programmable function keys.
- Video sounder picture available with connection of the optional Network Sounder.
- ARP function (when connecting with MODEL 1824C series)

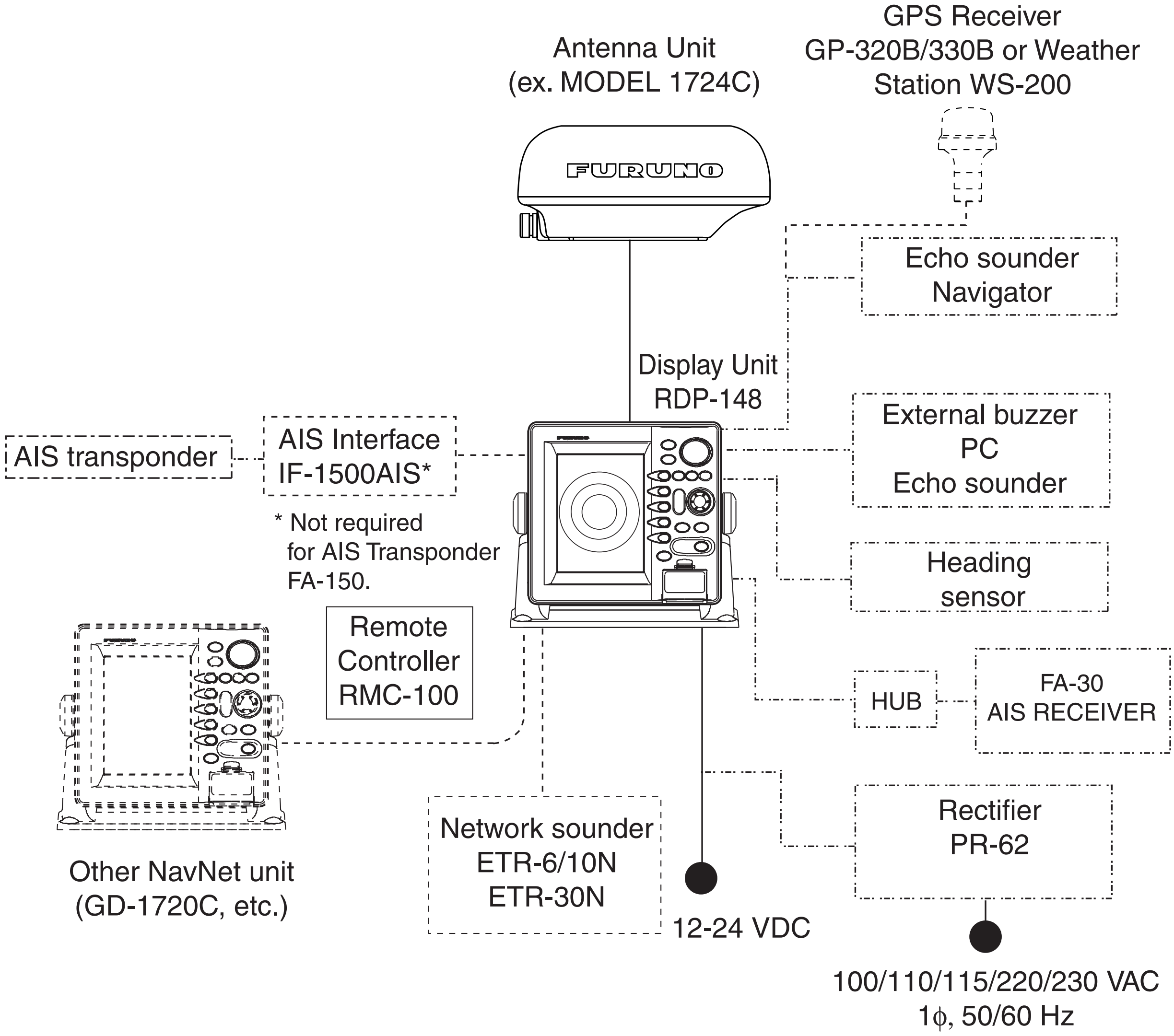
SYSTEM CONFIGURATIONS

All NavNet products incorporate a “network circuit board” to integrate each NavNet product on board through an optional LAN cable (Ethernet 10BASE-T). Each NavNet product is assigned an IP address to enable transfer of images between other NavNet products. For example, video plotter pictures can be transferred to a radar and vice versa. Pictures received via the NavNet may be adjusted at the receiving end.

The number of display units which may be installed depends on the number of network sounder connected. For a system incorporating three or more products, a “hub” is required to process data.

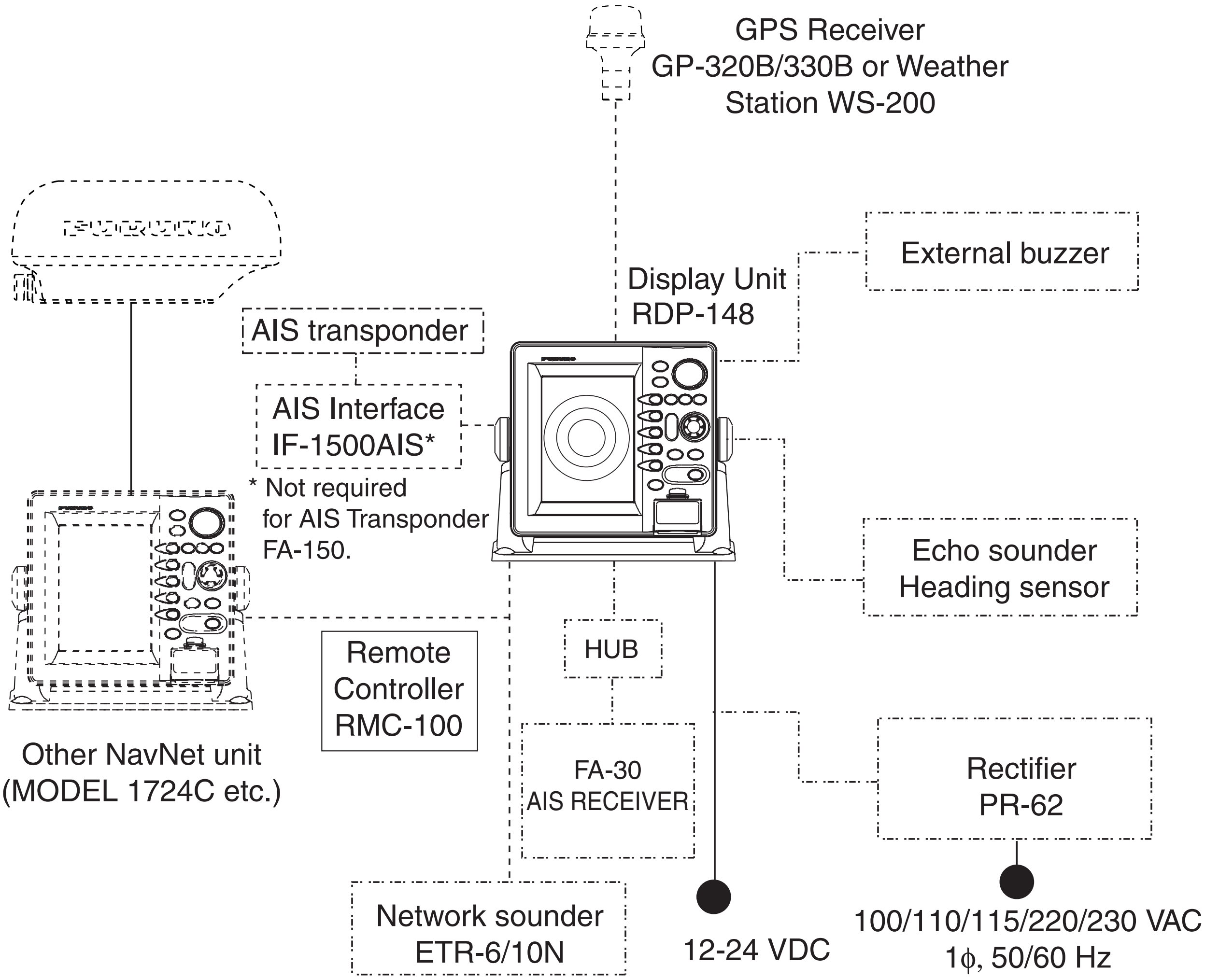
For one network sounder: one radar and three plotters, or four plotters
For two network sounder: one radar and two plotters, or four plotters

NavNet system (Model 1724C/1734C)



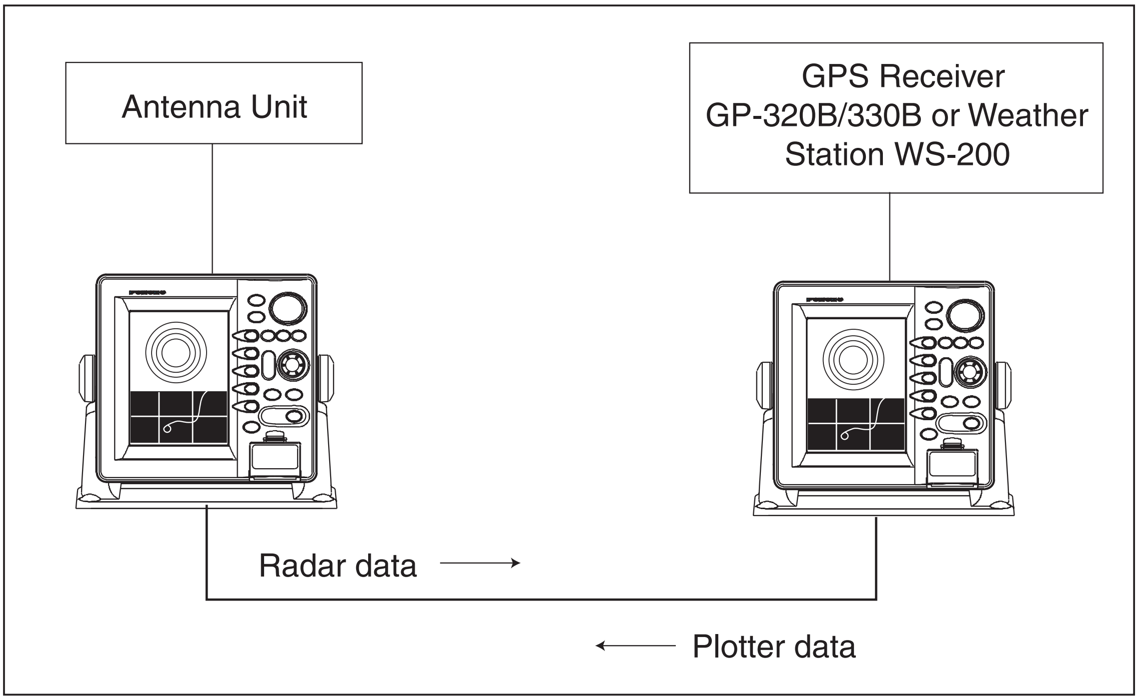
NavNet system (Model 1724C/1734C)

Single-unit NavNet system (GD-1720C)



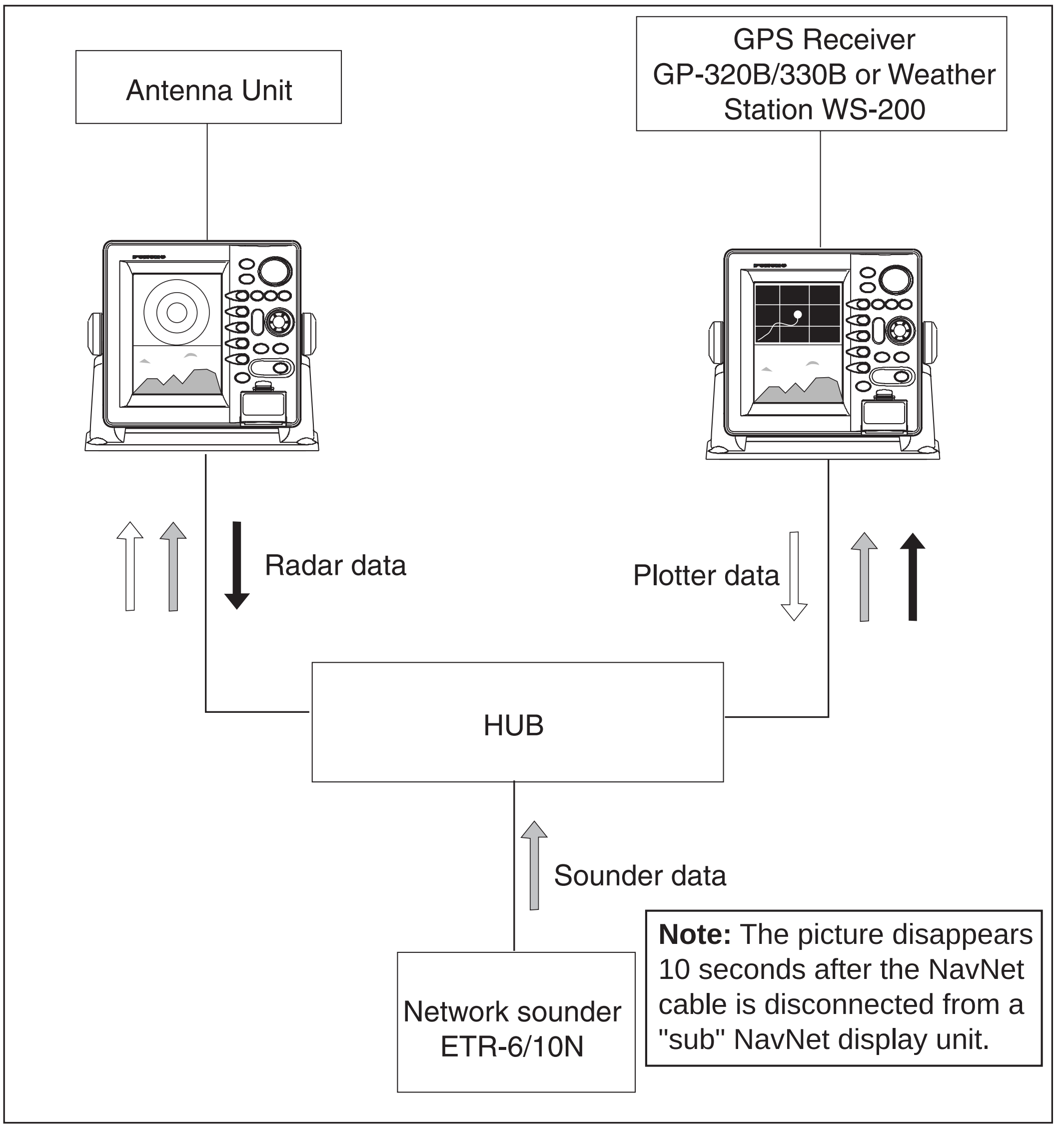
Single-unit NavNet system (GD-1720C)

Two-unit NavNet system



Two-unit NavNet system

Three-or-more-unit NavNet system (Max. 4 display units)



Three-or-more-unit NavNet system

COMPLIANCE WITH R&TTE DIRECTIVE

1999/5/EC This radar complies with the R&TTE Directive 1999/5/EC. In accordance with Article 6-3 of this directive, FURUNO intends to put this radar on the market of the following countries in EU as well other markets.

Austria, Belgium, Cyprus, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Malta, Poland, Portugal, Slovenia, Spain, Sweden, The Netherlands, United Kingdom, Iceland, Norway.

1. OPERATIONAL OVERVIEW

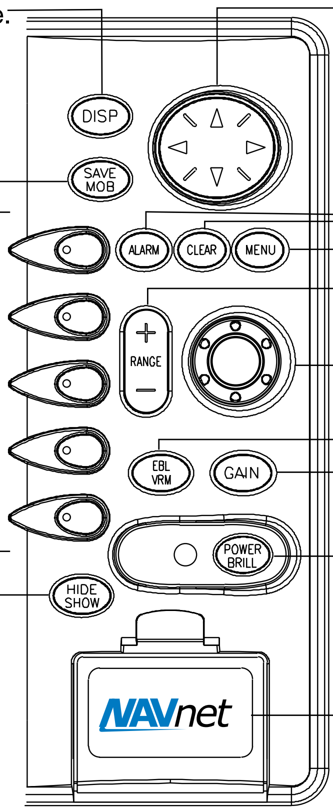
This chapter provides the basic information needed to get you started using your radar, video plotter.

1.1 Operating Controls

1.1.1 Display unit controls

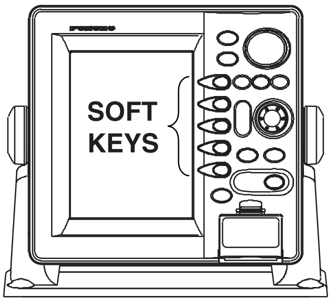
Display unit controls

The radar, video plotter, sounder and chart systems are operated with the controls of the display unit (and the remote controller). Ten keys are labeled and they provide the function shown on their labels. The five soft keys provide various functions according to current operating mode. The **ENTER** knob mainly functions to register selections on the menu and adjust the EBL, VRM and gain. The **Cursor pad**'s main function is to move the cursor across the screen. When you correctly execute an operation, the unit generates a beep. Invalid operation causes the unit to emit three beeps.



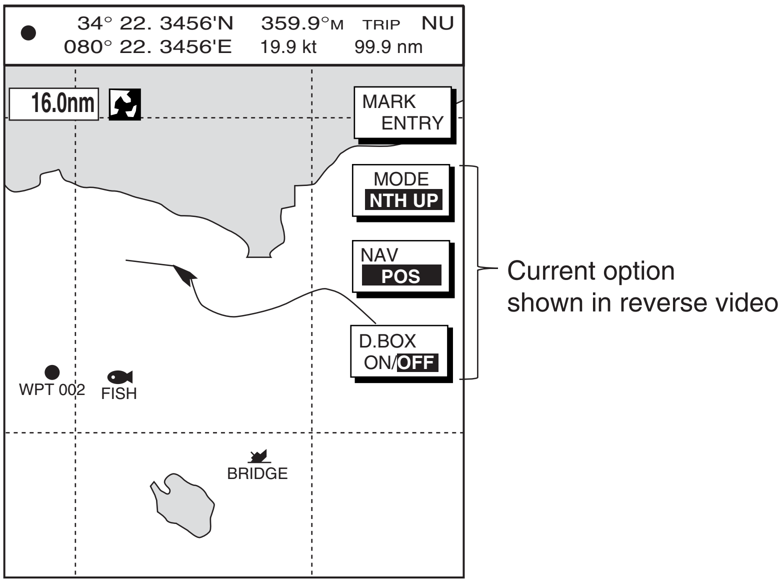
Soft keys

The function of the five soft keys changes according to the operation. Their labels for their current functions are shown on the screen to the left of the keys. To hide or show the soft keys, press the **HIDE/SHOW** key. Each press of the key shows preset soft keys, user function keys or turns off navigation information (at the top of the screen).



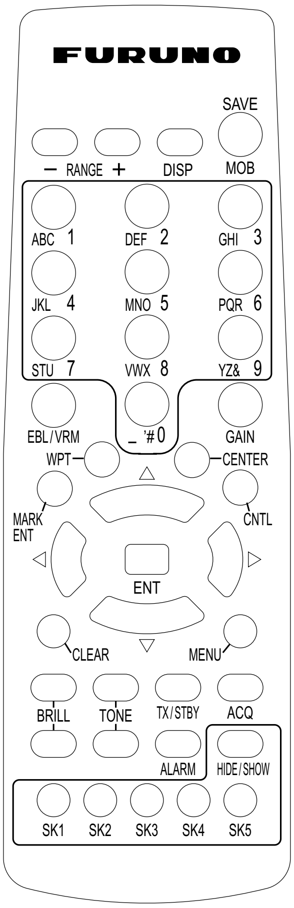
Display unit

Some soft keys show the current setting of a soft key in reverse video as shown below.



Plotter displays

1.1.2 Remote controller



Operating distance
90°: Up to 5 m
±45°: Up to 3 m

Replace the batteries (AA) when the distance from which the display unit can be operated shortens.

Note: The remote controller may become damaged if dropped. Mishandling of the remote controller is not covered by the warranty.

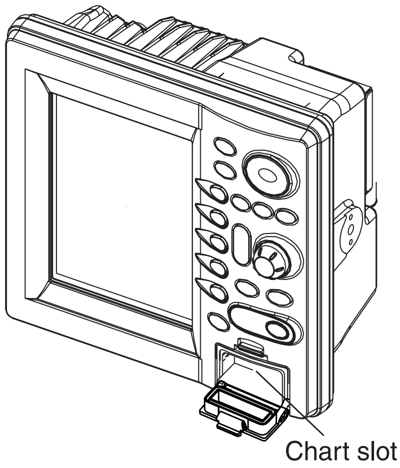
Remote controller

Key	Function	Key	Function
RANGE	Same as RANGE key on display unit.	ENT	Same as **ENTER** knob on display unit.
DISP	Same as DISP key on display unit.	CLEAR	Same as CLEAR key on display unit.
SAVE MOB	Same as SAVE/MOB key on display unit.	MENU	Same as MENU key on display unit.
Ten keys	Enter alphanumerics.	BRILL	Adjusts display brilliance.
EBL/VRM	Same as EBL/VRM key on display unit.	TONE	Not used.
GAIN	Same as GAIN key on display unit.	TX/STBY	Toggles radar between standby and transmit.
WPT	Displays “alphabet” WPT list on plotter display.	ACQ	Acquires radar target. (Requires radar source equipped with ARP.)
MARK ENT	Same as MARK ENTRY soft key.	ALARM	Same as ALARM key on the display unit.
CENTER	Returns own ship to screen center on plotter display.	HIDE/SHOW	Same as HIDE/SHOW key on display unit.
CNTL	Switches control between displays on combination displays.	SK1 – SK5 (soft keys)	Same as soft keys on display unit.

1.2 Inserting a Chart Card

Your unit reads SD cards, in the following formats: Navionics GOLD Chart cards or C-MAP NT+/NT MAX chart cards, depending on the type of display unit you have. Insert the appropriate chart card for your area as follows:

1. Open the chart drive.



Display unit

2. Insert chart card label side up.
3. Close the lid.

To remove chart card, follow the steps shown below.
1. Press the **MENU** key to show the menu.
2. Press the SHOW/HIDE soft key.
3. Open the chart drive lid, and then push the card once and then pull it out.

Note 1: Do not remove a card while the chart is being drawn. This may cause the equipment to freeze.

Note 2: Do not insert or remove a card while the power is on. This may cause the equipment to freeze.

Note 3: For multiple display units, do not use the same chart card type in more than one display unit.

Note 4: Remove the card with care; rough handling can damage the card and destroy its contents.

1.3 Turning the Unit On/Off

Press the **POWER/BRILL** key to turn the unit on. A beep sounds and then the equipment shows the startup NavNet screen (about 20 seconds), the product information screen, startup test results and chart usage disclaimer. During this period the equipment is inoperative. The startup test checks the ROM, RAM, internal battery and backup data for proper operation, displaying the results for each as OK or NG (No Good). If NG appears an appropriate message appears on the screen. For any NG, try to press any key to go to the chart disclaimer screen, then perform the diagnostic test as shown in the paragraph "8.6 Diagnostics."

For start up with the radar display, the magnetron takes from 60 seconds to 90seconds (depending on radar model) to warm up before the radar can be operated. The time remaining for warming up of the magnetron is counted down at the center of the display.

You may press any key at the chart disclaimer screen to show the last-used display, or wait several seconds to let the equipment do it for you.

To turn the unit off, press and hold down the **POWER/BRILL** key until the screen goes dark (approx. 3 sec.). To protect the LCD attach the hard cover. Note that the network sounder will be turned off approx. three minutes after turning off the power. This is due to the system's electrical characteristics.

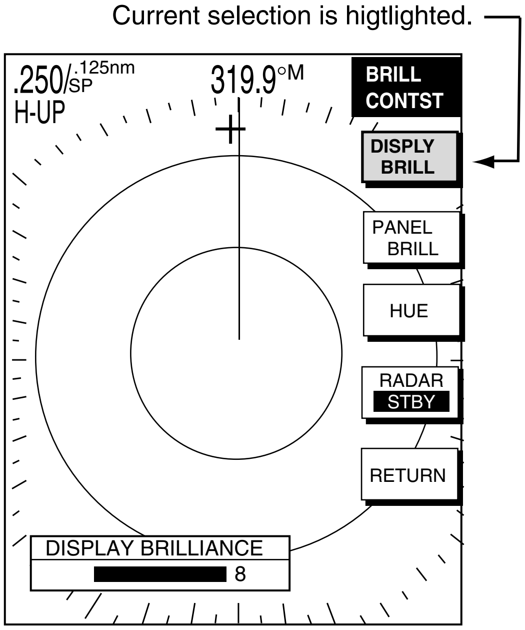
Note: The first time you turn on the power (or any time the power is applied after a memory reset), you are asked if you want to start the simulation mode, which provides simulated operation of the equipment after the installation mode selection. Push the **ENTER** knob to start the simulation mode, or press the **CLEAR** key to start normal operation. For further details about the simulation mode, see the paragraph "1.10 Simulation Display."

1.4 Display Brilliance, Panel Brilliance, Hue

You can adjust display brilliance, panel brilliance and hue as shown below.

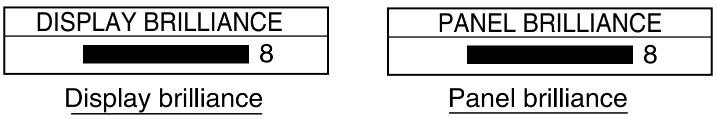
1.4.1 Display brilliance, panel brilliance

1. Press the **POWER/BRILL** key momentarily. A set of soft keys for adjustment of brilliance and hue appear.



Brilliance adjustment soft keys

2. Press the DISPLY BRILL or PANEL BRILL soft key as appropriate. An adjustment window appears at the bottom of the screen. This window shows the name of the item selected for adjustment plus current brilliance level, by bar graph.



Display brilliance and panel brilliance windows

3. Adjust the **ENTER** knob, clockwise to raise the setting or counterclockwise to decrease it. You may also use the soft key pressed at step 2. Eight levels of display brilliance and panel brilliance are available.
4. Hit the RETURN soft key to finish.

Note 1: If the unit is turned off with minimum brilliance, the screen will be dark at the next power-up. Press the **POWER/BRILL** key consecutively to adjust the brilliance.

Note 2: This equipment does not have a contrast control.

1.4.2 Hue

You may select the colors for the radar, plotter and overlay displays as below.

1. Press the **POWER/BRILL** key momentarily.
2. Press the HUE soft key to show the hue setting window.

HUE
▲
○ DAY
○ NIGHT
○ TWILIGHT
⦿ MANUAL SET
▼

Hue window

3. Operate the **Cursor pad** to select hue desired, referring to the table below. MANUAL SET follows the color settings on the CHART DETAILS menu for the plotter and the RADAR DISPLAY SETUP menu for the radar.

	Night	**Day**	**Twilight**
Characters	Red	Black	Green
Radar ring	Red	Green	Green
Radar echo	Orange	Multi	Orange
Background	Black	White	Blue**
Landmass (plotter)	Orange*	Light-orange	Orange

* = Beige and light-beige on C-MAP display unit.
**= Black for Overlay screen

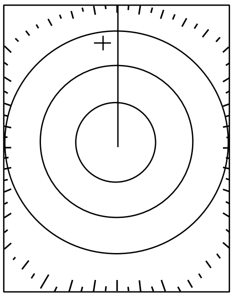
4. Hit the RETURN soft key to finish.

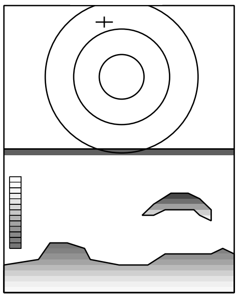
Note: When using the overlay screen, the own ship track will be hidden if the radar background and own ship track are blue and the “MANUAL SET” hue setting is used. In this case, set HUE to other position and then return to “MANUAL” to show the own ship track in black.

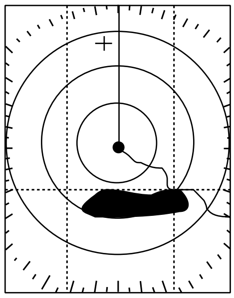
1.5 Selecting a Display

1.5.1 Display modes

If you have a radar, navigator and network sounder five full-screen displays are available: radar, plotter, echo sounder, nav data and overlay. In addition to the full-screen display, you can divide the screen into halves and thirds to show two and three sets of images on a combination display.


Full screen
(Ex. radar)


Combination screen
(Ex. radar + sounder)


Overlay screen
(Radar and plotter, color model only. Requires L/L data)

Display screens

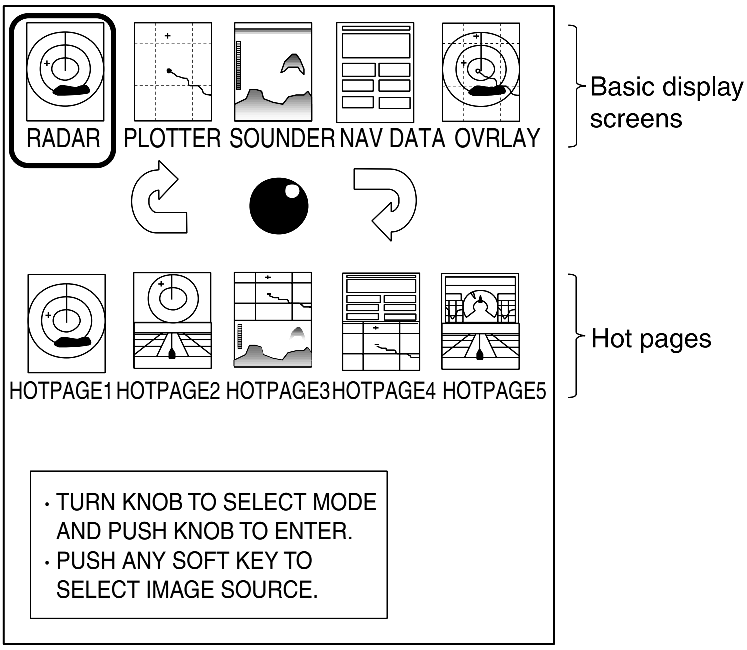
The table below shows the displays available with each screen type.

Screen type and available display screen

Full screen	**Combination screen options (half- or thirds-screen)**	**Overlay screen options**
Plotter, radar, sounder, nav data, overlay	Plotter, radar, sounder, compass (or wind), highway, compass (or wind)/highway, nav data, overlay	Radar + plotter

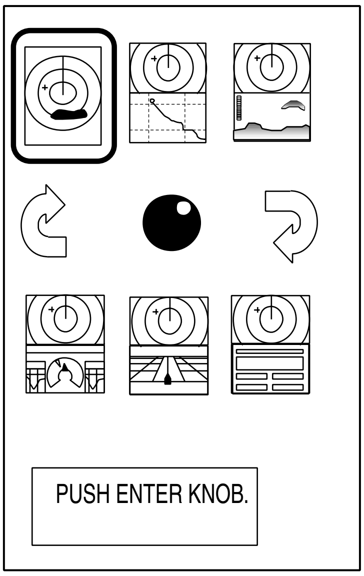
1.5.2 Selecting a display

1. Press the **DISP** key to show the display screen selection window. The icons of modes not available are shaded. HOTPAGE 1-HOTPAGE 5 are user-arrangeable displays called “hot pages,” which you can configure as you like. For further details, see the paragraph “7.6 Hot Page Setup.”



Display screen selection window

2. Rotate the **ENTER** knob to select a basic display screen or a hot page screen.
3. Push the **ENTER** knob.
4. If you select a basic display screen, a group of appropriate combination displays appear. In the example below, the radar combination screens are shown.

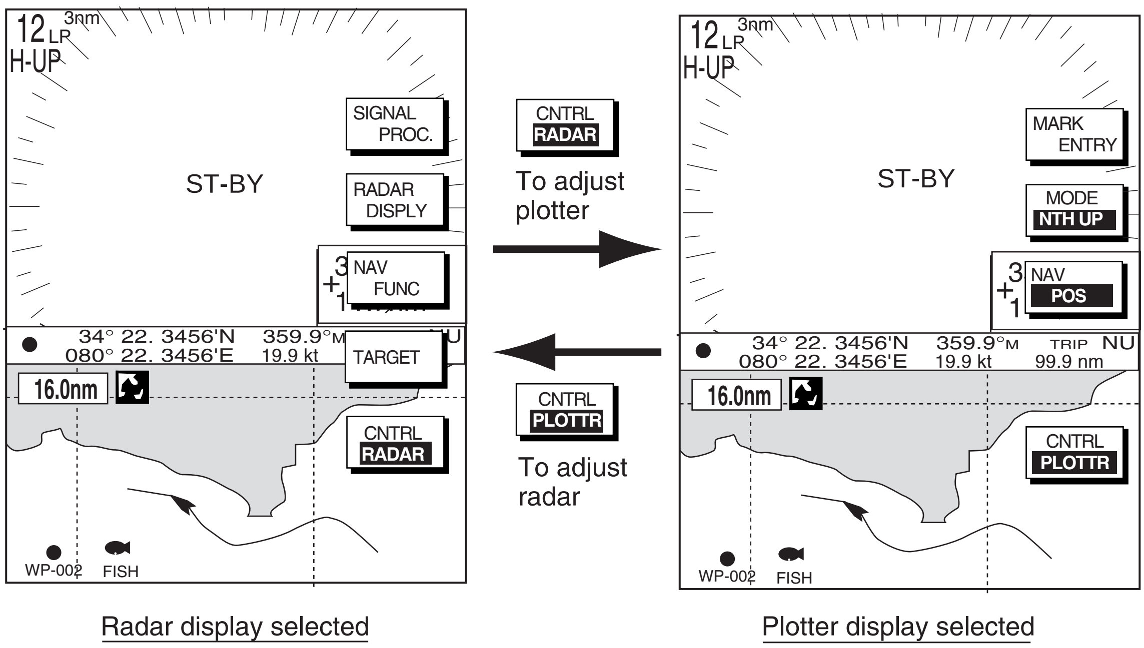


Radar combination screen selection window

5. Rotate the **ENTER** knob to select display desired.
6. Push the **ENTER** knob to finish.

1.5.3 Switching control in combination and overlay screens

A soft key is provided in relevant combination and overlay screens to switch control between displays. In the example below, the CNTRL PLOTTR and CNTRL RADAR soft keys enable switching control between the plotter and sounder screens in the plotter/sounder combination display.

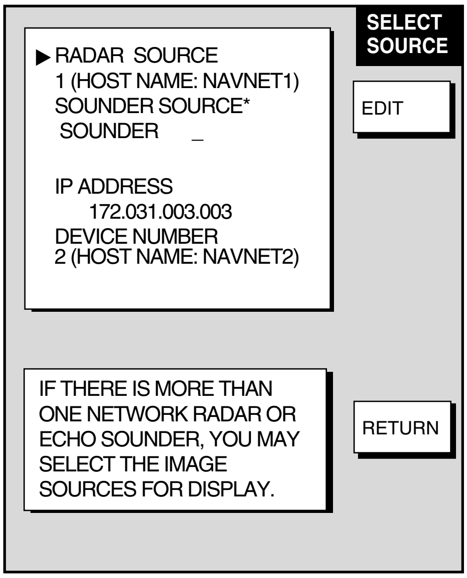


How to switch control between modes in the plotter/sounder combination display

1.5.4 Selecting image source

When more than one network radar or network sounder is connected to the equipment, you may select an image source for each as shown below. This is not necessary when only one network radar or network sounder is connected.

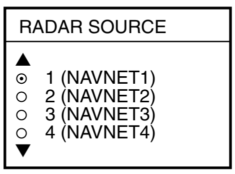
1. Press the **DISP** key.
2. Press any soft key to show the following display.



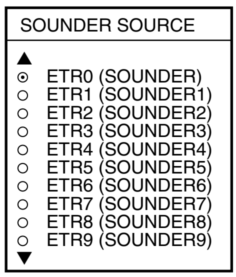
*: Do not change this setting.

Select source menu

3. Use the **Cursor pad** to select RADAR SOURCE, SOUNDER SOURCE or AUX SOURCE as appropriate, then press the EDIT key.



Radar source



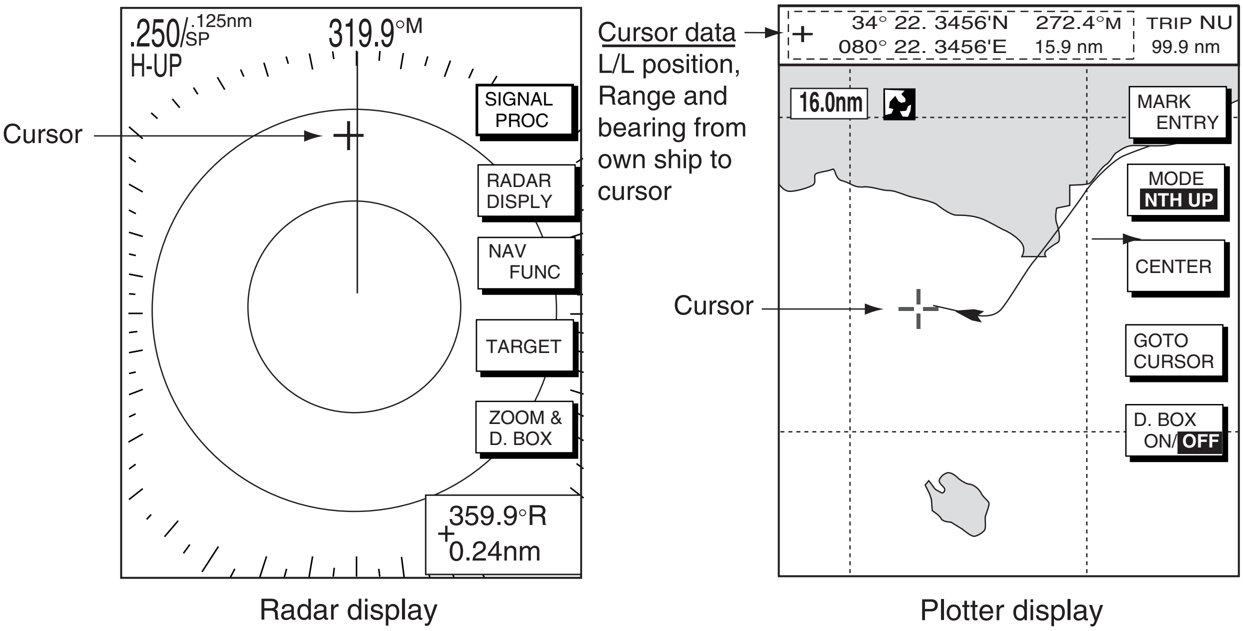
Sounder source

Radar source and sounder source windows

4. Use the **Cursor pad** to choose source.
5. Push the **ENTER** knob to set.
6. Press the **DISP** key to finish.
7. Turn the power off and on again.

1.6 Cursor pad, Cursor

The **Cursor pad** functions to shift the cursor, for measurement of range and bearing to a location (radar) and latitude and longitude position (plotter). Roll the **Cursor pad** to shift the cursor. The cursor moves in the direction of **Cursor pad** rotation.

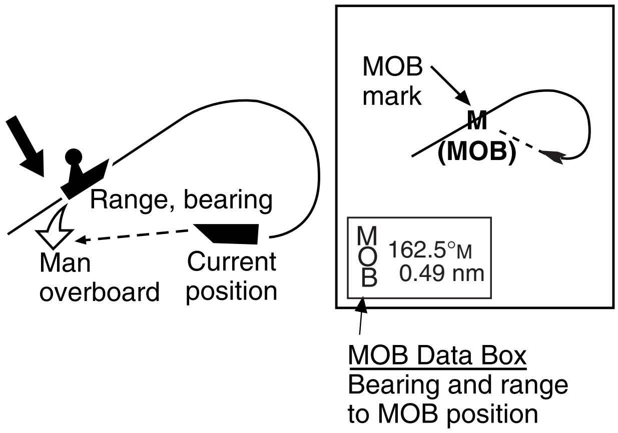


Cursor, cursor data

1.7 Entering the MOB Mark, Setting MOB as Destination

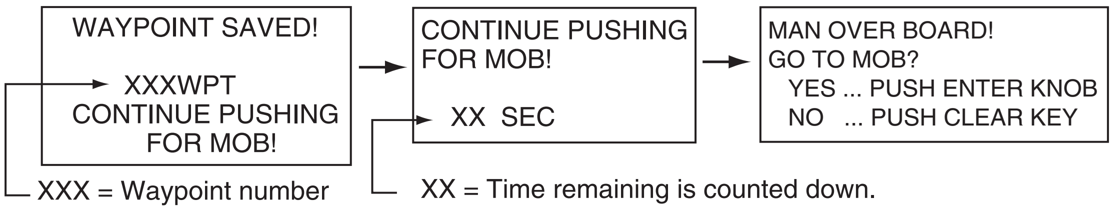
The MOB mark functions to mark man overboard position. You can inscribe the mark from any mode except nav data, when playing back data or conducting any test. Note that this function requires position data.

Note: The function of the SAVE/MOB key depends on the setting of SAVE MOB KEY FUNCTION in the GENERAL SETUP menu. The description below shows the procedure using the default setting. For further details, see Save MOB Key Function on page 7-2.



MOB concept

1. Press and hold down the **SAVE/MOB** key for about three seconds when someone falls overboard. The display shows the waypoint number being saved (youngest empty waypoint number, 001-999) followed by the MOB confirmation window.
   Time remaining is counted down while pressing the **SAVE/MOB** key.



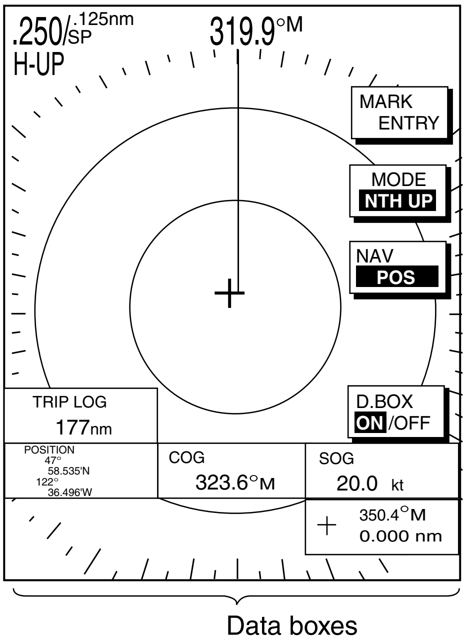
MOB mark messages

2. Push the **ENTER** knob to select the MOB position as the destination, or press the **CLEAR** key to only mark current ship's position as a waypoint. If you select the MOB position as destination;
   - A full-screen radar, plotter or overlay appears depending on the display in use. (If the **MOB** key function is "MOB Without Confirmation" the range is automatically set to 0.5 nm.) Further, the waypoint marker appears on the radar display.
   - The MOB mark "MOB" appears at the MOB position and a light-blue line runs between it and current position. This line shows the shortest course to the MOB position.
   - Range and bearing to the MOB position are shown in the MOB data box.

To erase an MOB mark from the plotter display, you must first erase its corresponding waypoint. Place the cursor on the MOB mark, then press the **CLEAR** key followed by pushing the **ENTER** knob to erase the waypoint. Then, repeat to erase the MOB mark.

1.8 Data Boxes

Data boxes, providing navigation data, may be shown on any full-screen display. Up to six data boxes (two in case of large characters) may be shown, and the default data boxes are position (in latitude and longitude), course over ground, speed over ground and trip log. The user may choose which data to display, where to locate it, and show or hide it as desired. In addition, data boxes may be set independently for each display mode (plotter, radar, sounder). For how to select data for the data boxes, see the paragraph “7.5 Data Boxes Setup.”



Data boxes

1.8.1 Showing, hiding data boxes with soft key

Plotter: D. BOX ON/OFF
Radar: ZOOM & D. BOX → D. BOX ON/OFF (EBL/VRM data box, cursor data box also shown/hidden)
Sounder: AUTO/D. BOX→D. BOX ON/OFF

1.8.2 Rearranging data boxes

You may select the location for data boxes as follows:

1. Using the **Cursor pad**, place the cursor inside the data box you wish to move. As the cursor enters the box it changes to a “hand”. Push the **ENTER** knob, and the hand changes to a fist, meaning the box is correctly selected.
2. Use the **Cursor pad** to move the data box to the location desired, then push the **ENTER** knob.

1.8.3 Temporarily erasing a data box

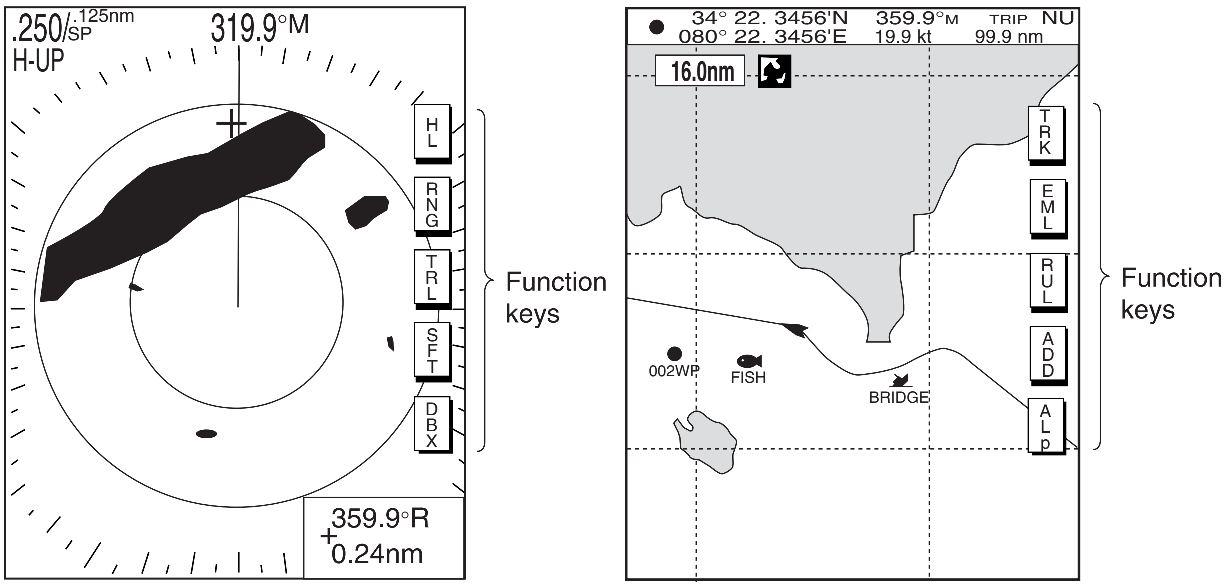
If a data box is obscuring a desired object, you may temporarily erase the box. Use the **Cursor pad** to place the cursor inside the data box you wish to erase, then press the **CLEAR** key. To redisplay the box, press the D. BOX soft key twice to display it.

1.9 Function Keys

The function keys provide for one-touch execution of a desired function. The default function key settings are as shown in the table below.

Function Key	Default Setting, Key Label		
	Radar	Plotter	Sounder
#1	Heading line on/off, HL	Track on/off, TRK	TLL output, TLL
#2	Rings on/off, RNG	Edit mark/line, EML	Clutter, CLT
#3	Echo trail, TRL	Ruler, RUL	Signal level, SLV
#4	Offcenter, OFC	Add new waypoint, ADD	Noise limiter, NL
#5	STBY/TX, TX	Waypoint alphanumeric list, ALP	Picture advance, PA

1. Press the **HIDE/SHOW** key to replace the preset soft key labels with the function key labels.



Radar Plotter

Function keys

2. Press function key desired.

Note: Function keys can be individually programmed for the plotter, radar and sounder displays. For further details see the following:

Radar: paragraph 7.2.3
Plotter: paragraph 7.3.2
Sounder: paragraph 7.9.4

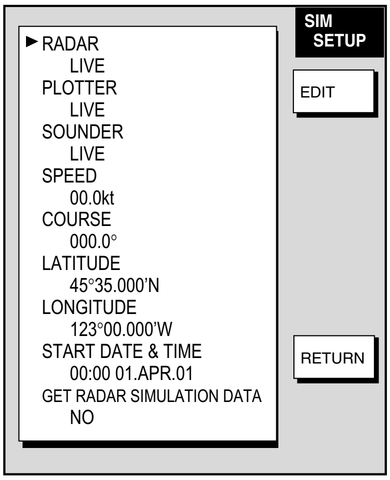
1.10 Simulation Display

The simulation display, for use by service technicians for demonstration purposes, provides simulated operation to help acquaint you with the many features your unit has to offer. It allows you to view and control a simulated plotter, radar and sounder picture, without position-fixing equipment, network radar or a network sounder. Most controls are operative, thus you may practice setting destination, enter waypoints, measure range and bearing to a target, etc. Three simulation displays are provided for both the radar and echo sounder.

The simulation icon (SIM) appears when any simulation mode is active.

To start the simulation display;

1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION, SYSTEM SETUP and SIMULATION SETUP soft keys in that order.



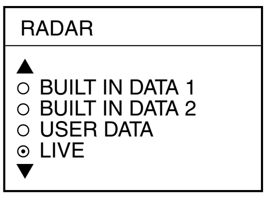
Simulation setup menu

3. Follow appropriate procedure on the next several pages. To stop the simulation mode and return to normal operation, choose LIVE for radar, sounder or plotter.

Radar

NavNet display unit-generated echoes or user data

1. Select RADAR, then press the EDIT soft key.



2. Select BUILT IN DATA 1 or 2 for internally generated echoes or USER DATA for user-saved radar data. Push the **ENTER** knob.
3. Press the **MENU** key to close the menu.

NavNet radar antenna-generated echoes (not available with the GD-1720C)

1. Select GET RADAR SIMULATION DATA, then press the EDIT soft key.
2. Select YES, then push the **ENTER** knob to erase simulation data and get new data. The message “NOW GETTING SIMULATION DATA. Do not turn off display unit.” appears while the unit is receiving radar data.

   Note: If the network radar could not be found “Radar source is not found. Cannot get demo data.” appears. And if the radar is not active, the message “Radar is not active. Cannot get demo data.” is displayed. Check that the radar is plugged in and its signal cable is firmly fastened.
3. Select RADAR, then press the EDIT soft key.
4. Select BUILT IN DATA 2, then push the **ENTER** knob.
5. Press the **MENU** key to close the menu.

<u>Plotter</u>

PLOTTER
▲
○ SIMULATION
⊙ LIVE
▼

1. Select PLOTTER, then press the EDIT soft key.
2. Select SIMULATION, then push the **ENTER** knob.
3. Select SPEED, then press the EDIT soft key.
4. Enter speed (setting range, 0-99 kt, default speed, 0 kt) with the alphanumeric keys, then push the **ENTER** knob.
5. Select COURSE, then press the EDIT soft key.
6. Select “8 FIGURE” to trace the simulated ship’s track in a figure-eight course, or enter your own course at DIRECTION. To enter course, use the **Cursor pad** to select digit, and enter value with the alphanumeric keys.
7. Press the ENTER soft key.
8. Select LATITUDE, then press the EDIT soft key.
9. Enter latitude (setting range, 85°N-85°S, default setting, 45°35.000’N), then push the **ENTER** knob.
10. Select LONGITUDE, then press the EDIT soft key.
11. Enter longitude (setting range, 180°E-180°W, default setting, 125°00.000’W), then push the **ENTER** knob.
12. Select START DATE & TIME, then press the EDIT soft key.
13. Enter start date and time, then push the **ENTER** knob.
14. Press the **MENU** key to close the menu.

<u>Sounder</u>

SOUNDER
▲
○ BUILT IN DATA
○ ETR
⊙ LIVE
▼

1. Select SOUNDER, then press the EDIT soft key.
2. Select BUILT IN DATA (internally generated echoes) or ETR (network sounder-generated echoes), then push the **ENTER** knob.

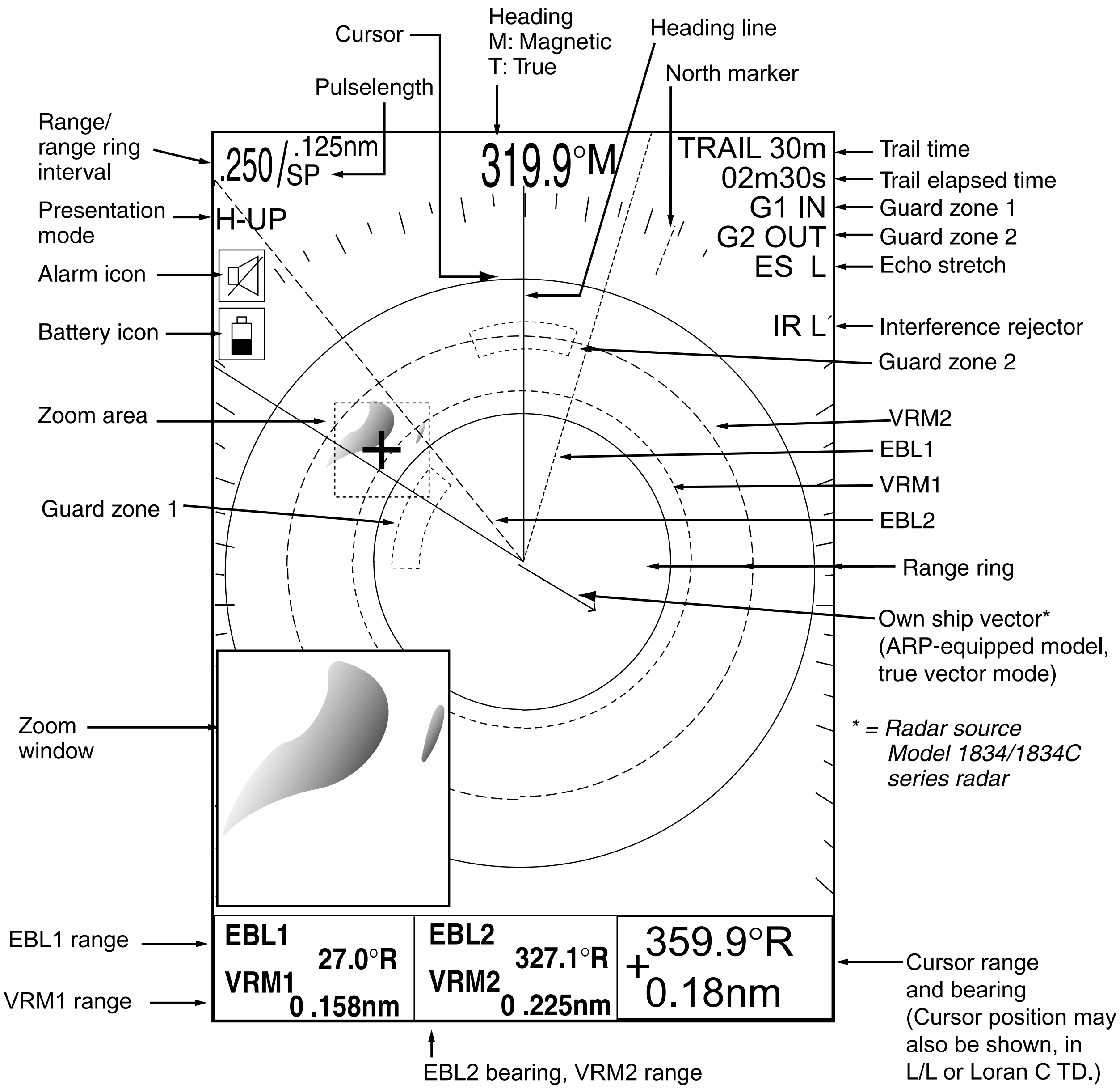
   Note: The depth, shift, bottom-zoom, bottom-lock and bottom discrimination cannot be shown in the BUILT IN DATA mode.
3. Press the **MENU** key to close the menu.

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2. RADAR OPERATION

This chapter covers radar operation, including the ARP (Auto Plotter) function. ARP requires a Model 18x4C/19x4C series network radar equipped with the ARP circuit board as radar source.

2.1 Radar Display



Radar display

2.2 Transmitting, Stand-by

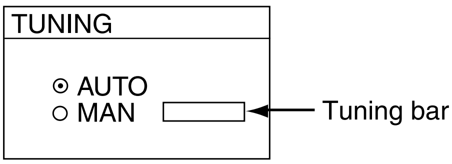
1. Confirm that the network radar is plugged in.
2. Press the **DISP** key to select a radar display.
3. Press the **POWER/BRILL** key momentarily.
4. Press the RADAR STBY soft key to highlight TX on its label.
5. Press the RETURN soft key.

When the radar picture is not required, but you want keep it in a state of readiness, press the RADAR TX soft key to highlight STBY on its label.

2.3 Tuning

The radar receiver can be tuned automatically or manually, and the default tuning method is automatic. If you require manual tuning, do the following:

1. Press the **MENU** key to display the main menu.
2. Press the RADAR DISPLAY SETUP soft key.
3. Select TUNING, then press the EDIT soft key.



Tuning window

4. Choose MAN.
5. Adjust the **ENTER** knob until the tuning bar is at its longest position.
6. Press the **MENU** key to close the menu.

Note: If the auto setting does not provide satisfactory tuning, ask your dealer how to re-adjust tuning.

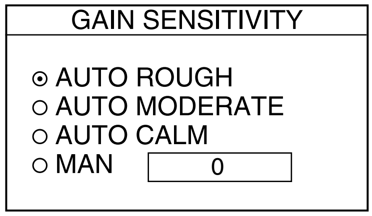
2.4 Adjusting the Gain

The **GAIN** key adjusts the gain sensitivity of the radar receiver. It works in a manner similar to that of volume control of a broadcast receiver, which amplifies received signals.

The proper setting is such that the background noise is just visible on the screen. If your gain setting is too low, weak echoes may be missed. On the other hand, excessive gain yields too much background noise; strong targets may be missed because of the poor contrast between desired echoes and the background noise on the display.

To adjust the receiver sensitivity, transmit on long range, and then do the following:

1. Press the **GAIN** key to show the “gain adjustment” soft keys, and the last-used adjustment window appears. The example below shows the gain sensitivity adjustment window. The gain soft keys shown depend on radar source as shown below.
2. If the gain sensitivity window is not displayed, press the GAIN soft key to show the gain sensitivity setting window.
3. Use the **Cursor pad** to select AUTO ROUGH, AUTO MODERATE, AUTO CALM, or MAN (manual) as appropriate. Select an AUTO option according to the sea state.
4. For manual adjustment, rotate the **ENTER** knob to adjust, while observing the radar echo. The range of adjustment is 0-100.
5. Press the **GAIN** key on the front panel or the RETURN soft key to finish.



Gain sensitivity window

Adjusting the FTC

To suppress rain clutter from heavy storms or scattered rain clutter, adjust the FTC.
In addition to reducing clutter, the FTC can be used in fine weather to clarify the picture when navigating in confined waters. However, with the circuit active the receiver is less sensitive.

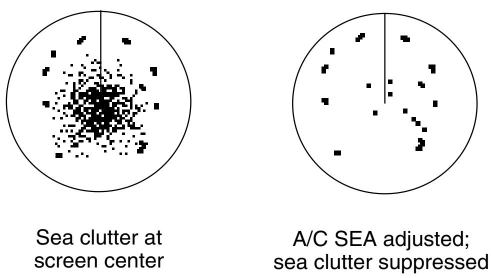
1. Press the **GAIN** key.
2. Press the FTC soft key, and then rotate the **ENTER** knob toadjust.
3. Press the **GAIN** key on the front panel or RETURN soft key to finish.

2.5 Reducing Sea Clutter

2.5.1 How the A/C SEA works

Echoes from waves can be troublesome, covering the central part of the display with random signals known as “sea clutter”. The higher the waves and the higher the antenna above the water, the further the clutter will extend. Sea clutter may affect radar performance because real targets are sometimes hidden by the echoes of small waves. (See the left-hand figure in the figure below.) When sea clutter masks the picture, adjust the A/C SEA to reduce the clutter.

The A/C SEA reduces the amplification of echoes at short ranges (where clutter is the greatest) and progressively increases amplification as the range increases, so amplification will be normal at those ranges where there is no sea clutter.

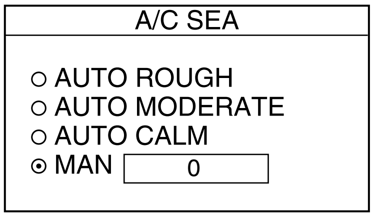


Effect of A/C SEA

2.5.2 Adjusting the A/C SEA

A/C SEA should be adjusted so that the clutter is broken up into small dots, and small targets become distinguishable.

1. Press the **GAIN** key.
2. Press the A/C SEA soft key to show the A/C SEA setting window.



A/C SEA setting window

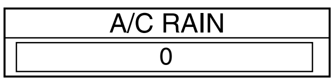
3. Use the **Cursor pad** to select AUTO ROUGH, AUTO MODERATE, AUTO CALM, or MAN (manual) as appropriate. Select an AUTO option according to the sea state.
4. For manual adjustment, rotate the **ENTER** knob to adjust. The range of adjustment is 0-100. Do not overadjust – weak echoes may be missed.
5. Press the **GAIN** key on the front panel or RETURN soft key to finish.

2.6 Reducing Precipitation Clutter

The vertical beamwidth of the antenna is designed to see surface targets even when the ship is rolling. However, by this design the unit will also detect precipitation clutter (rain, snow, hail, etc.) in the same manner as normal targets. Precipitation clutter shows as random dots on the screen.

When echoes from precipitation mask solid targets, adjust the A/C RAIN to split up these unwanted echoes into a speckled pattern, making recognition of solid targets easier.

1. Press the **GAIN** key.
2. Press the A/C RAIN soft key to show the A/C RAIN window.



A/C RAIN setting window

3. Rotate the **ENTER** knob to adjust the A/C RAIN. The current level is shown on the A/C RAIN level bar in the A/C RAIN window, and the range of adjustment is 0 to 100(%). Do not overadjust – weak echoes may be missed.
4. Press the **GAIN** key on the front panel or RETURN soft key to finish.

2.7 Range Scale

The range setting determines the size of the area (in nautical miles) that will appear on your display. In addition, the range setting will also automatically adjust the range ring interval so that accurate range measurements may be made while operating on any range setting.

The range, range ring interval and pulselength appear at the top left-hand corner of the display.

Press the [RANGE (+ or -)] key to change the range scale.

Range scales (nm, sm)

Range	0.125	0.25	0.5	0.75	1	1.5	2	3	4	6	8	12	16	24	36	48	64	72
Ring Interval	0.0625	0.125	0.125	0.25	0.25	0.5	0.5	1	1	2	2	3	4	6	12	12	16	18
No. of Rings	2	2	5	4	5	4	5	4	5	4	5	5	5	5	4	5	5	5

Range scales (km)

Range	0.25	0.5	0.75	1	1.5	2	3	4	6	8	12	16	24	36	48	64	72
Ring Interval	0.125	0.25	0.25	0.25	0.5	0.5	1	1	2	2	3	4	6	12	12	16	18
No. of Rings	2	2	4	5	4	5	4	5	4	5	5	5	5	4	5	5	5

Note 1: Maximum range depends on the network radar as shown below.

Model 1724C, 1734C, 1824C: 24 nm
Model 1834C: 36 nm
Model 1934C: 48 nm
Model 1944C: 64 nm
Model 1954C, 1964C: 72 nm

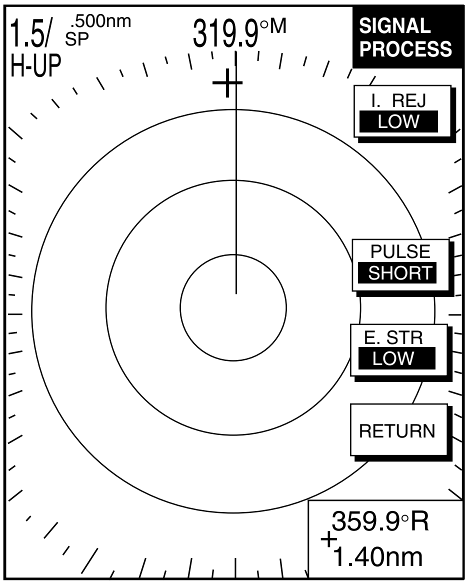
Note 2: You may choose which ranges to use from the RADAR RANGE SETUP menu. For details see paragraph 7.2.2. This function is not available with the GD-1720C.

2.8 Pulselength

The pulselength in use is displayed at the upper left corner of the display. Appropriate pulselengths are preset to individual range scales. Therefore, you are not usually required to select them. If you are not satisfied with the current pulselength setting, however, it is possible to change it for the ranges shown below. Generally, select a longer pulse for longer detection range and shorter pulse for better range discrimination.

1.5 nm, 1.5 sm, 3 km: Short pulse, medium pulse
3 nm, 3 sm, 6 km: Medium pulse, long pulse

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the SIGNAL PROC. soft key.



Signal process soft keys

3. Choose the 1.5 nm or 3 nm with the **RANGE** key.
4. Press the PULSE soft key to select the pulselength setting. SHORT or MEDIUM for 1.5 nm, 1.5 sm, 3 km and MEDIUM or LONG for 3 nm, 3 sm, 6 km.
5. Press the RETURN soft key to finish.

2.9 Presentation Mode

This unit provides four radar presentation modes: head-up, course-up, north-up and true motion.

Heading data is required for modes other than head-up.

2.9.1 Selecting a presentation mode

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the RADAR DISPLY soft key to show the RADAR DISPLAY soft keys.
3. Press the MODE soft key. Each pressing of the key changes the presentation mode and the presentation mode indication in the sequence of North-up, True Motion, Head-up, and Course-up.

Function	Indicator on display	Soft key label
North-up	N-UP	NTH UP
True Motion	TR-M	TRUE M
Head-up	H-UP	HD UP
Course-up	C-UP	CSE UP

4. Press the RETURN soft key to finish.

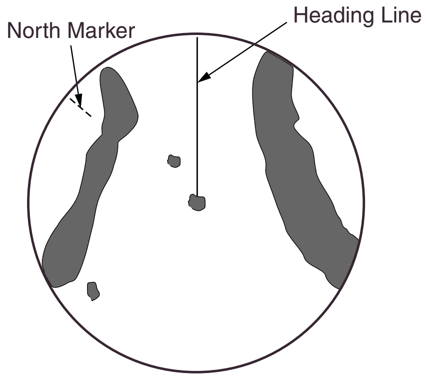
Note: When heading data is lost, the presentation mode automatically goes to head-up, the heading indication at the screen top shows “- - -.-°” and the audio alarm sounds. Press the **ALARM** key to acknowledge the alarm. The message “HEADING DATA MISSING” appears. Restore compass signal to show heading indication. Use the **CLEAR** key presentation mode if necessary. The audio alarm may be silenced with the **CLEAR** key.

2.9.2 Description of presentation modes

Head-up

A display without azimuth stabilization in which the line connecting the center with the top of the display indicates own ship's heading. Targets are painted at their measured distances and in their directions relative to own ship's heading.

The short line on the bearing scale is the north marker.

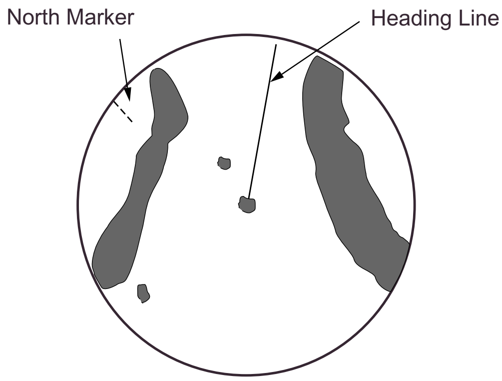


Head-up display

Course-up

The radar picture is stabilized and displayed with the currently selected course at the top of the screen. As you change heading, the ship's heading line moves. If you select a new course, the picture resets to display the new course at the top of the display.

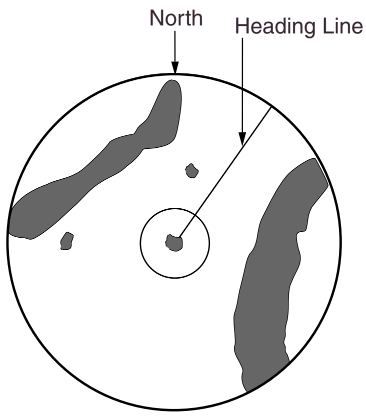
Targets are painted at their measured distances and in their directions relative to the intended course which is maintained at the 0-degree position. The heading line moves in accordance with ship's yawing and course changes.



Course-up display

North-up

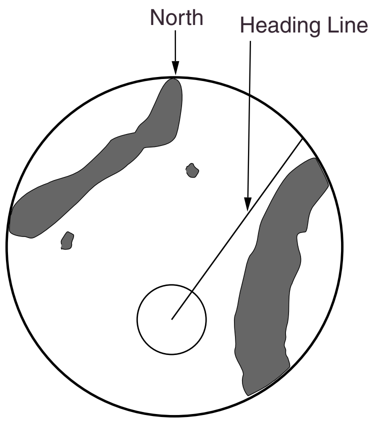
In the north-up mode, targets are painted at their measured distances and in their true (compass) directions from own ship. North is maintained at the top of the screen. The heading line changes its direction according to ship's heading.



North-up display

True motion

Fixed radar targets maintain a constant position on the screen, while your own ship moves across the radar image at the correct speed and heading. A map-like image is displayed, with all moving vessels traveling in true perspective to each other and to fixed landmasses. As your ship's position approaches the edge of the screen, the radar display is automatically reset to reveal the area ahead of your ship. You can manually reset your ship's position at any time by pressing the RADAR DISPLY soft key followed by the SHIFT soft key.



True motion display

2.10 Measuring the Range

You can measure the range to a radar target three ways: by the range rings, by the cursor, and by the VRM (Variable Range Marker).

2.10.1 Measuring range by range rings

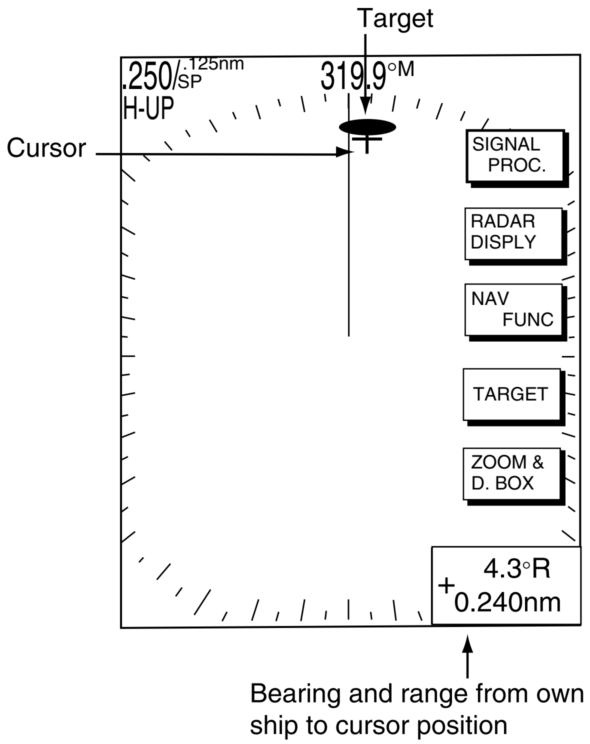
Count the number of rings between the center of the display and the target. Check the range ring interval and judge the distance of the echo from the inner edge of the nearest ring.

To turn the range rings on, do the following:

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the RADAR DISPLY soft key.
3. Press the RINGS soft key to turn the rings on and select desired brilliance.
4. Press the RETURN soft key to finish.

2.10.2 Measuring range by cursor

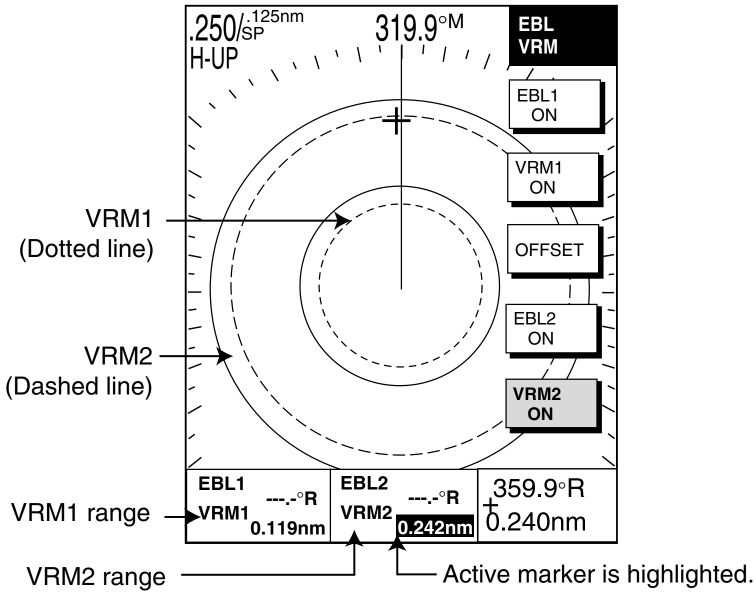
Operate the **Cursor pad** to place the cursor intersection on the inside edge of the radar target. The range to the target, as well as the bearing, appears to the right of "+" at the bottom of the display.



How to measure range to a target with the cursor

2.10.3 Measuring range by VRM

1. Press the **EBL/VRM** key to display the EBL/VRM soft keys.
2. Press the VRM1 ON (dotted ring VRM) or VRM2 ON (dashed ring VRM) soft key to select the desired VRM. The selected VRM's indication, at the bottom of the screen, is highlighted.
3. Rotate the **ENTER** knob then place the VRM on the inside edge of a radar target. Read the VRM indication to find range to the target.



How to measure range with the VRM

4. You may hide the EBL/VRM soft keys by pressing the **EBL/VRM** key.

2.10.4 Various VRM operations

Erasing a VRM, VRM indication: Press appropriate VRM soft key, then press the **CLEAR** key. The VRM is erased and its indication becomes blank.

Erasing EBL/VRM data boxes: Press the EBL or VRM soft key associated with the EBL/VRM data box you wish to erase. Press the **CLEAR** key once or twice to erase the data box.

Hiding EBL/VRM data boxes: Press the ZOOM & D. BOX and D. BOX ON/OFF soft keys to show or hide the EBL/VRM data boxes.

Moving EBL/VRM data boxes: When an EBL/VRM data box is obscuring a target you want to see, you can move it to another location as shown below. This cannot be done when the EBL/VRM soft keys are shown.

1. Press the **EBL/VRM** key to turn off the EBL/VRM soft keys.
2. Using the **Cursor pad**, place the cursor inside the data box you wish to move. As the cursor enters the box it changes to a "hand." Push the **ENTER** knob, and the hand changes to a fist, meaning the box is correctly selected.
3. Use the **Cursor pad** to move the data box to the location desired, then push the **ENTER** knob.

2.11 Measuring the Bearing

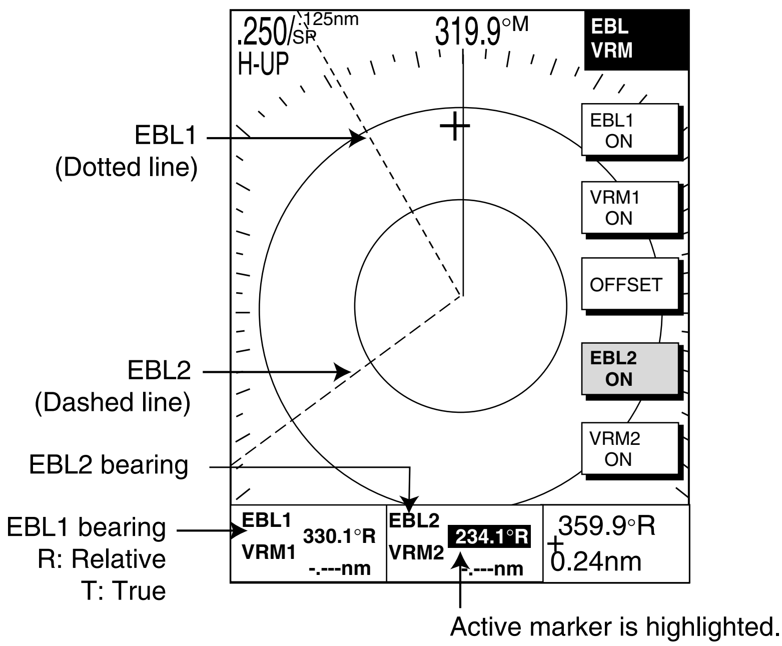
There are two ways to measure the bearing to a target: by the cursor, and by the EBL (Electronic bearing Line).

2.11.1 Measuring bearing by cursor

Use the **Cursor pad** to place the cursor at the center of the target. The bearing to the target appears in the range and bearing box at the bottom right-hand corner on the screen.

2.11.2 Measuring bearing by EBL

1. Press the **EBL/VRM** key.
2. Press the EBL1 ON (dotted line EBL) or EBL2 ON (dashed line EBL) soft key to select the desired EBL. The selected EBL's indication, at the bottom of the screen, is highlighted.
3. Rotate the **ENTER** knob to bisect the radar target with the EBL. Read the EBL indication to find the bearing to the target.



How to measure bearing with the EBL

4. You may hide the EBL/VRM soft keys by pressing the **EBL/VRM** key.

Note: The bearing to a target may be shown relative to own ship's heading (Relative) or True bearing (requires heading data). This may be done with "EBL REFERENCE," which is in the RADAR DISPLAY SETUP menu.

2.11.3 Various EBL operations

Erasing an EBL, EBL indication: Press appropriate EBL soft key, then press the **CLEAR** key. The EBL is erased and its indication becomes blank.

Erasing, hiding, moving EBL/VRM data boxes: See paragraph 2.10.4.

2.12 Erasing the Heading Line, North Marker

The heading line indicates the ship's heading in all presentation modes. It is a line from the own ship position to the outer edge of the radar display area and appears at zero degrees on the bearing scale in head-up mode; it changes its orientation in the north-up, course-up and true motion modes with ship’s movement.

The north marker appears as a short dashed line. In the head-up and course-up modes the north marker moves around the bearing scale as the ship’s heading moves.

To temporarily erase the heading line and north marker, press the RADAR DISPLY soft key followed by the HL OFF soft key. Release the key to redisplay the markers. (If the radar soft keys are not shown, hit the **HIDE/SHOW** key to display them.)

2.13 Reducing Noise Interference

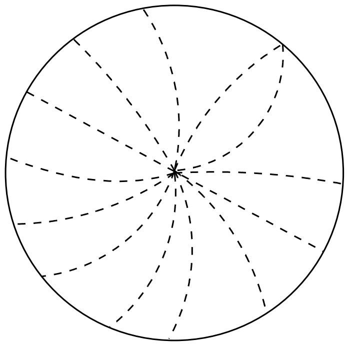
Noise, appearing on the displays as random “speckles,” can be reduced as follows:

1. Press the **MENU** key to open the menu.
2. Press the RADAR DISPLAY SETUP soft key.
3. Select NOISE REJECTION, then press the EDIT soft key.
4. Select OFF, LOW or HIGH as appropriate.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

2.14 Rejecting Radar Interference

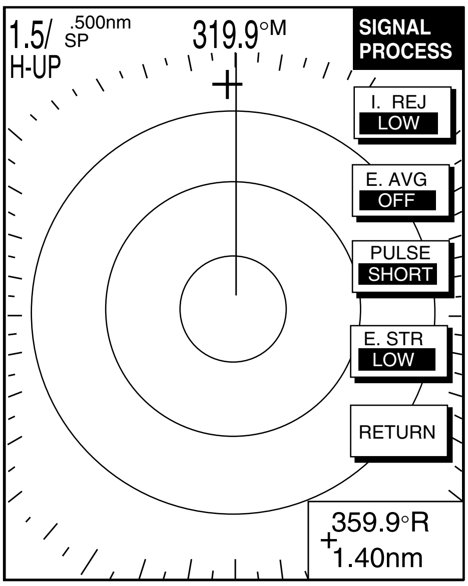
Radar interference may occur when near another shipborne radar that is operating in the same frequency band as your radar. Its on-screen appearance looks like many bright dots either scattered at random or in the form of dotted lines extending from the center to the edge of the display. Interference effects are distinguishable from normal echoes because they do not appear in the same place on successive rotations of the scanner.

Be sure to turn off the interference rejector when no interference exists – weak targets may be missed.



Radar interference

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the SIGNAL PROC. soft key.



SIGNAL PROCESS soft keys

3. Press the I. REJ soft key successively to choose the interference rejection level desired; LOW, MED, HIGH or OFF.
4. Press the RETURN soft key to finish.

The display shows IR L (Low), IR M (Medium) or IR H (High) when the interference rejector is on.

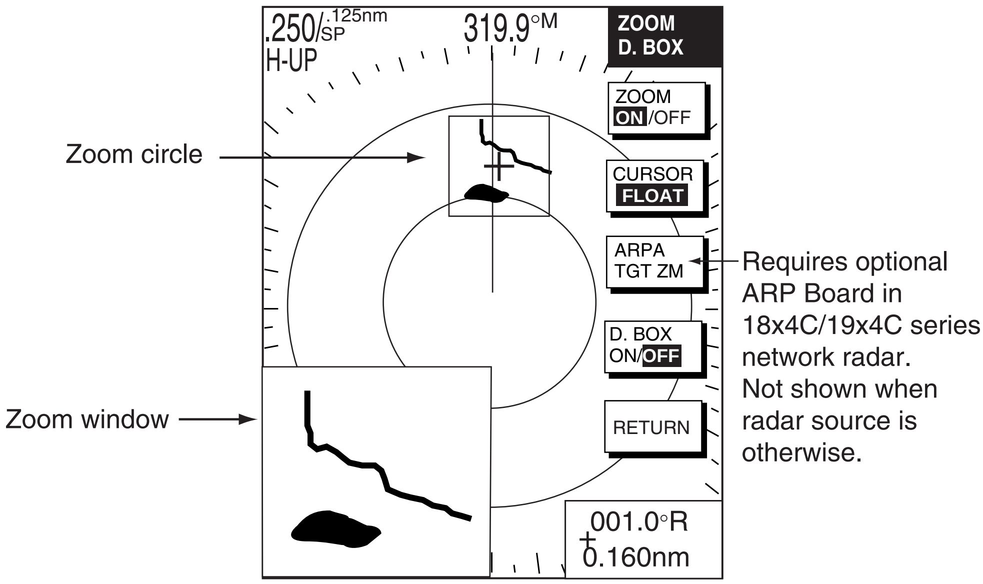
2.15 Zoom

The zoom feature allows you to double the size of the area selected with the "zoom square." It is available on any range but is inoperative in true motion and when the display is shifted.

2.15.1 Zooming radar targets

This function is available when TARGET ID NUMBER is ON.

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Use the **Cursor pad** to set the cursor where you want to zoom.
3. Press the ZOOM & D. BOX soft key to show ZOOM & D. BOX soft keys.
4. Press the ZOOM ON/OFF soft key to select ON. A hollow square, called the "zoom area," appears on the display.
5. To release the cursor, press the CURSOR FLOAT soft key. (The hollow square changes to a dashed one.) To relocate the zoom circle, select location with the **Cursor pad**, then press the CURSOR LOCK key.
6. To quit the zoom function, press the ZOOM ON/OFF soft key to select OFF.

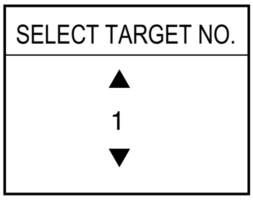


Zoom

2.15.2 Zooming ARP, TTM targets

You may zoom in on TTM (Tracked Target Message) and ARP targets. TTM targets can come from a NavNet connected radar, or from other ARP radar that is outputting the TTM message. (TTM is a NMEA 0183 data sentence that is an available output from some ARP capable radar.) Target numbers must be turned on to use this function. This can be done by enabling the target ID number option in the ARP SETUP menu.

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the ZOOM/D. BOX soft key to show ZOOM & D. BOX soft keys.
3. Press the ZOOM ON/OFF soft key to select ZOOM ON.
4. Press the ARP TGT ZM soft key.



Target no. selection window

5. Use the **ENTER** knob to select number (1-10), then push the **ENTER** knob. If the target number does not exist several beeps sound and the zoom function is cancelled.

To cancel, press the CURSOR LOCK soft key.

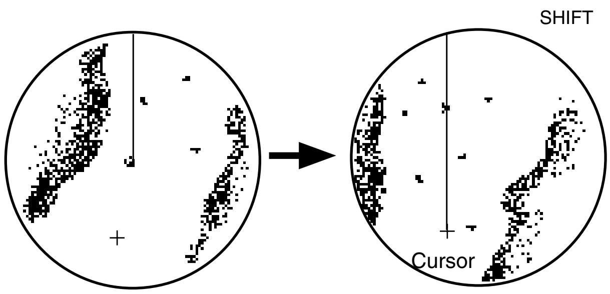
Note: The zoom window blends in with the background when the background color for the radar picture is white. If the window is difficult to see, change the background color.

2.16 Shifting the Picture

Own ship position, or sweep origin, can be displaced manually or automatically to expand the view field without switching to a larger scale. Zoom is not available when the display is shifted.

2.16.1 Manual shift

The sweep origin can be shifted in any presentation mode to a point specified by the cursor by up to 50% of the range in use in any direction.



Place cursor where desired.   Press the MANUAL soft key.

Manual shift

1. Locate the cursor anywhere within the effective radius of the display.
2. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
3. Press the RADAR DISPLY soft key.
4. Press the SHIFT soft key.
5. Press the MANUAL soft key to shift. The heading line shifts to the cursor location. SHIFT appears at right-hand corner of the display.

To cancel shift, press the RADAR DISPLY, SHIFT and OFF soft keys.

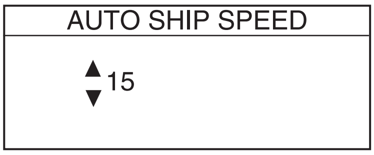
2.16.2 Automatic shift

The amount of automatic shift is calculated according to ship's speed, and the amount of shift is limited to 50% of the range in use. For example, if you set the shift speed setting for 15 knots and the ship is running at 10 knots the amount of shift will be about 34%. The formula for determining shift amount is as shown above. Automatic shift mode is only available in the head-up mode.

$$\frac{\text{Ship's speed}}{\text{Shift speed setting}} \times 0.5 = \text{Amount of shift(\%)}$$

Setting automatic shift maximum speed

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the RADAR DISPLY soft key.
3. Press the SHIFT soft key to show the shift soft keys.
4. Press the AUTO S.SPD soft key to display the auto ship speed setting window.
5. Adjust the **Cursor pad** or **ENTER** knob to set the maximum speed of your vessel, and then push the **ENTER** knob or the ENTER soft key to set. The setting range is 1-99 kt and the default setting is 15 kt.



Automatic shift

Press the AUTO soft key. To cancel, press the RADAR DISPLY, SHIFT and OFF soft keys.

2.17 Using the Offset EBL

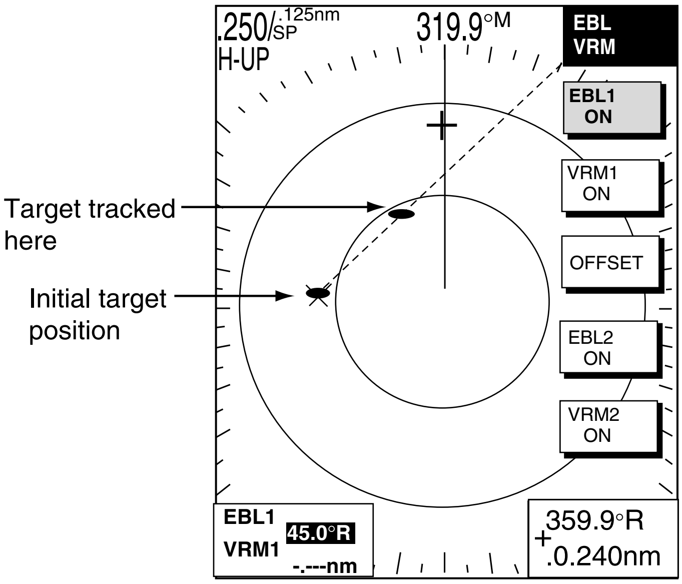
The offset EBL can be used to predict a potential collision course. It can also be used to measure the range and bearing between two targets.

2.17.1 Predicting collision course

The procedure below may be used to check if a radar target is on a potential collision course with your vessel.

1. Press the **EBL/VRM** key to show the EBL/VRM soft keys.
2. Press the EBL1 ON soft key to turn on the EBL1.
3. Press the OFFSET soft key. The origin of EBL1 moves to the cursor position, which is marked with an “X.”
4. Use the **Cursor pad** to place the cursor on the radar target which looks like it might be on a collision course with own ship.
5. Push the **ENTER** knob to fix the origin position.
6. After waiting for a few minutes (at least three minutes), rotate the **ENTER** knob so the EBL bisects the target at the new position. If the target tracks along the EBL towards the center of the display (your ship’s position), the target may be on a collision course with your vessel.

To cancel the offset EBL, press the OFFSET soft key.



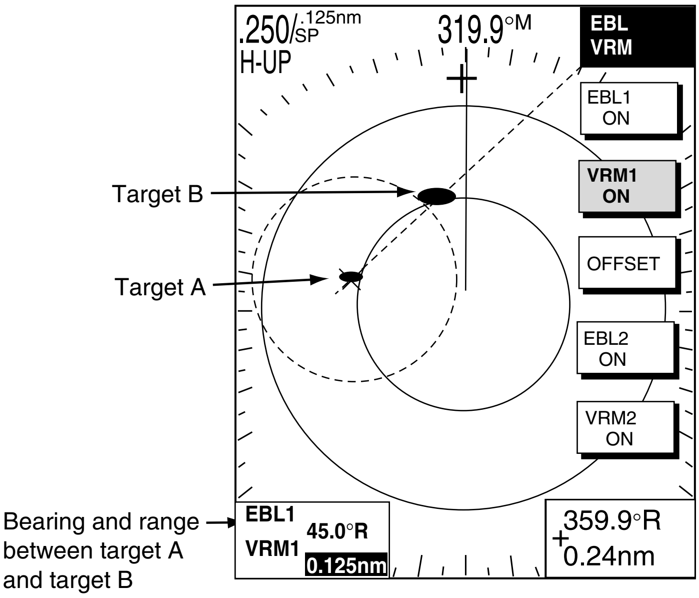
Predicting collision course with the offset EBL

2.17.2 Measuring range & bearing between two targets

The procedure which follows shows how to measure the range and bearing between two targets, using the targets “A” and “B” in the figure below as an example.

1. Operate the **Cursor pad** to place the cursor on the target “A.”
2. Press the **EBL/VRM** key to show the EBL/VRM soft keys.
3. Press the EBL1 ON soft key to turn on the EBL1.
4. Press the OFFSET soft key. The origin of EBL1 moves to the cursor position, which is marked with an “X.”
5. Rotate the **ENTER** knob so the EBL bisects the target “B.”
6. Push the **ENTER** knob, then press the VRM1 ON soft key.
7. Rotate the **ENTER** knob to place the VRM1 on the inner edge of the target “B.”
8. Look at the indications for VRM1 and EBL1 to find the range and bearing between the two targets.

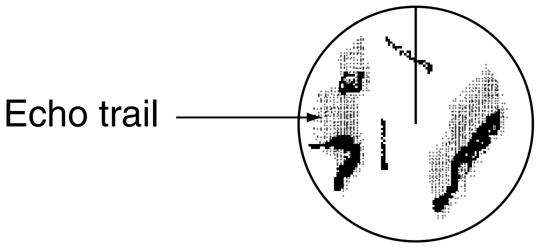
To cancel the offset EBL, press the OFFSET soft key.



Measuring range and bearing between two targets

2.18 Echo Trails

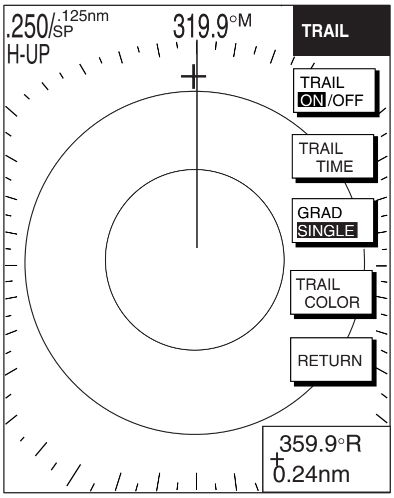
Echo trails are simulated afterglow of target echoes that represent their movements relative or true to own ship. This function is useful for alerting you past possible collision situations.



Sample echo trails

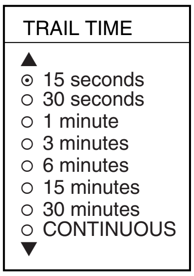
2.18.1 Trail time

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the TARGET soft key.
3. Press the TRAIL soft key to show the trail soft keys.



Trail soft keys

4. Press the TRAIL TIME soft key to show the trail time window.



Trail time window

5. Use the **Cursor pad** to select time desired.
6. Press the ENTER soft key.
7. Press the RETURN soft key twice to finish.

2.18.2 Starting echo trails

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the TARGET soft key.
3. Press the TRAIL soft key.
4. Press the TRAIL ON/OFF soft key to select ON.
5. Press the RETURN soft key twice to finish.

“TRAIL,” the echo trail time selected and elapsed time appear at the top right-hand corner of the display. Then, afterglow starts extending from all targets. Trails are restarted when the range or mode is changed and zoom or shift is turned on.

For continuous trails, the maximum continuous trail time is 99 minutes and 59 seconds. When the elapsed time clock counts up to that time, the elapsed time display resets to zero and trails begin again.

To turn off echo trail, press the TRAIL ON/OFF soft key to select OFF at step 4 in the above procedure.

Trails are restarted when the range or mode is changed and zoom or shift is activated.

2.18.3 Trail gradation

The echo trails can be shown in single or multiple gradations. Multiple gradation paints the trails thinner with time, like the afterglow on an analog PPI radar.

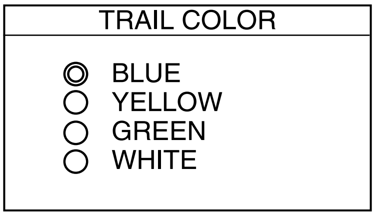
1. If not displayed, press the **HIDE/SHOW** soft key to show the radar soft keys.
2. Press the TARGET and TRAIL soft keys.
3. Press the GRAD soft key to select SINGLE or MULTI as appropriate.
4. Press the RETURN soft key twice to finish.



2.18.4 Trail color

Trails may be shown target trails in blue, yellow, green or white.

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the TARGET, TRAIL and TRAIL COLOR soft keys in that order.

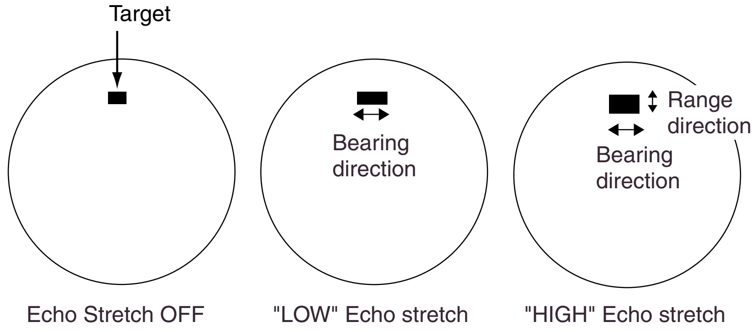


Trail color window

3. Use the **Cursor pad** to select the color desired, then press the ENTER soft key.
4. Press the RETURN soft key twice.

2.19 Echo Stretch

Normally, the reflected echoes from long range targets appear on the display as weaker and smaller blips even though they are compensated by the radar's internal circuitry. The echo stretch function magnifies these small blips in all ranges. Two types of echo stretch are available: ES LOW which stretches echoes in bearing direction and ES HIGH which stretches them in both range and bearing directions.



Types of echo stretch

This function magnifies not only targets but also sea clutter and radar interference. For this reason, be sure sea clutter and radar interference are properly suppressed before activating the echo stretch.

1. If not displayed, press the **HIDE/SHOW** key to show the radar soft keys.
2. Press the SIGNAL PROC. soft key.
3. Press the E. STR soft key to select HIGH, LOW or OFF as appropriate.
4. Press the RETURN soft key to finish.

The display shows ES H (High) or ES L (Low) when the echo stretch is on.

2.20 Echo Averaging

The echo average feature, which requires a Model 18x4/19x4 series network radar as radar source, effectively suppresses sea clutter. Echoes received from stable targets such as ships appear on the screen at almost the same position during every rotation of the antenna. On the other hand, unstable echoes such as sea clutter appear at random positions.

To distinguish real target echoes from sea clutter, echo average performs scan-to-scan correlation. Correlation is made by storing and averaging echo signals over successive picture frames. If an echo is solid and stable, it is presented in its normal intensity. Sea clutter is averaged over successive scans resulting in the reduced brilliance, making it easier to discriminate real targets from sea clutter.

To properly use the echo average function, it is recommended to first suppress sea clutter with the A/C SEA control and then do the following:

1. If not displayed, press the **HIDE/SHOW** key to display the radar soft keys.
2. Press the SIGNAL PROC. soft key.
3. Press the E. AVG soft key to select desired echo averaging.

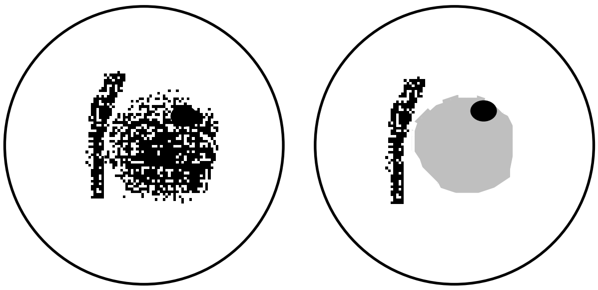
   OFF: No averaging

   LOW: Helps distinguish targets from sea clutter and suppresses brilliance of unstable echoes.

   MED: Distinguishes small stationary targets such as navigation buoys.

   HIGH: Stably displays distant targets.

4. Press the RETURN soft key to finish.



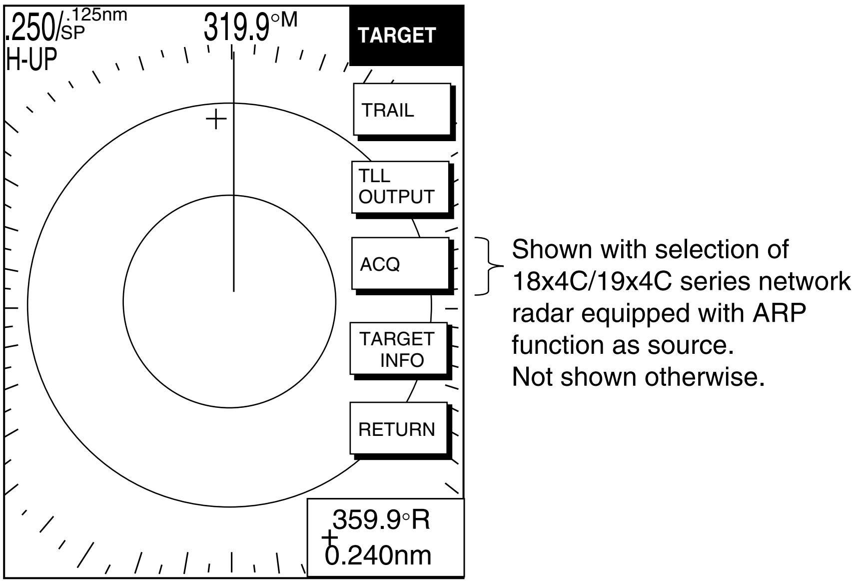
(a) Echo average OFF (b) Echo average ON

Effect of echo averaging

2.21 Outputting TLL Data

Target position data can be output to units of the network and shown on their plotter screen with the TLL mark (X). This function requires position and heading data.

1. Operate the **Cursor pad** to place the cursor on the target whose position you wish to output.
2. If not displayed, press the **HIDE/SHOW** key to display the radar soft keys.
3. Press the TARGET soft key.



TARGET soft keys

4. Press the TLL OUTPUT soft key to output target position data. The TLL mark appears on the plotter screen at the target's position the moment the TLL OUTPUT soft key was pressed. Further, that position is recorded as a waypoint on all NavNet units, under the youngest empty waypoint number on each NavNet unit.
5. Press the RETURN soft key to finish.

Note: The screen of the TLL recipient may be temporarily interrupted when receiving TLL from another NavNet display unit. Press any key to restore normal operation.

2.22 Guard Alarm

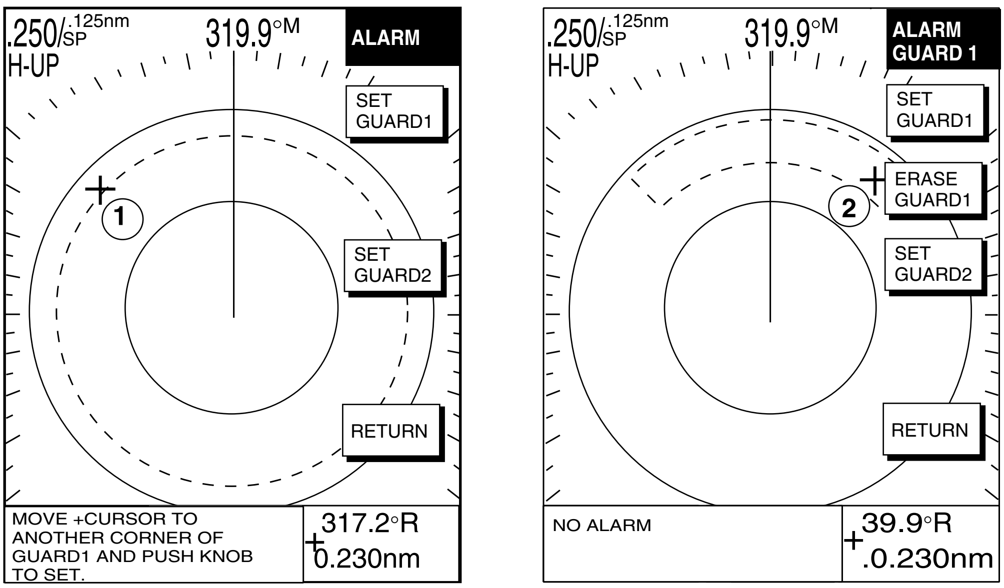
The guard alarm allows the operator to set the desired range and bearing for a guard zone. When ships, islands, landmasses, etc. violate the guard zone, an audio alarm sounds and the offending target blinks to call the operator's attention.

> ⚠ **CAUTION**
>
> - **The alarm should not be relied upon as the sole means for detecting possible collision situations.**
> - **A/C SEA, A/C RAIN and GAIN controls should be properly adjusted to be sure the alarm system does not overlook target echoes.**

2.22.1 Setting a guard alarm zone

To set a guard alarm zone, set the radar to transmit and do the following:

1. Press the **ALARM** key.
2. Use the **Cursor pad** to set the cursor on the top left corner (or top right corner) of the guard zone you want to set, then press the SET GUARD1 or SET GUARD2 soft key, depending on which guard zone you want to set.
3. Use the **Cursor pad** to set the cursor on the bottom right corner (or top left corner) of the guard zone area, then push the **ENTER** knob.
4. Press the RETURN soft key to finish.



(1) Drag cursor to top (or bottom) corner for guard zone and press the SET GUARD1 or SET GUARD2 soft key.

(2) Drag cursor diagonally to bottom (or top) corner for guard zone and press the [ENTER] knob.

How to set a guard alarm zone

The equipment then searches for targets inside the guard zone to determine guard alarm type. If a target is found inside the guard zone, the guard zone type becomes an "Outward guard alarm," and any target exiting the guard zone will trigger the audio alarm. If no target is found, the guard zone type becomes an "Inward guard alarm," and any targets entering the guard zone will trigger the audio alarm. The guard alarm type is shown as G1(G2) IN or G1(G2) OUT.
Note 1: When the radar range is less than the guard zone range "G1 (G2) IN" or "G1 (G2) OUT" changes to "G1 (G2) ***." The guard alarm function is not available while this indication appears.

Note 2: If the network radar is set to standby while the guard alarm is active, the guard alarm is cancelled. The guard alarm is redisplayed when the radar is set to transmit again.

2.22.2 When the alarm is violated…

Any radar target violating the guard zone will flash, the audio alarm sounds, and the alarm icon appears in red. Additionally the message "TARGET ENTERED INTO GUARD1(GUARD2)" or "TARGET LEFT FROM GUARD1(GUARD2)" is displayed at the bottom of the screen. Press the **CLEAR** key to silence the alarm.

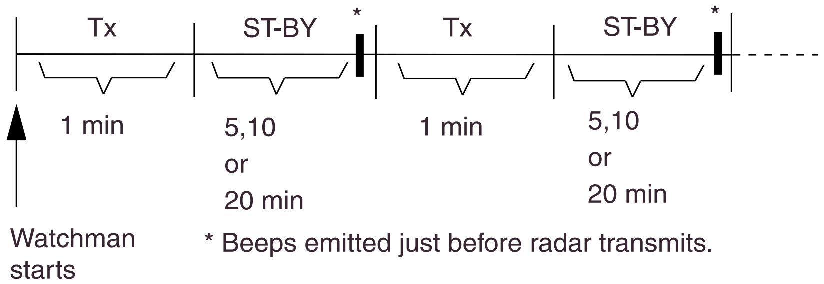
2.22.3 Cancelling the guard alarm

1. Press the **ALARM** key to show the ALARM menu.
2. Press the ERASE GUARD1 or ERASE GUARD2 soft key as appropriate.
3. Press the RETURN soft key to finish.

2.23 Watchman

2.23.1 How watchman works

The watchman function periodically transmits radar pulses for one minute to check for targets in a guard zone. If a target is found in the zone, watchman is cancelled, the audio alarm sounds and the radar continues transmitting. If no target is found the radar goes into standby for the number of minutes specified on the RADAR DISPLAY SETUP menu. This feature is useful when you do not need the radar's function continuously but want to be alerted to radar targets in a specific area. "WTCH" appears at the top left corner when Watchman is active.



How watchman works

2.23.2 Turning on/off watchman

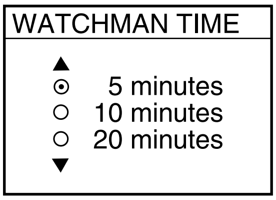
1. Set a guard zone. (See the paragraph 2.22.)
2. If not displayed, press the **HIDE/SHOW** key to display the radar soft keys.
3. Press the NAV FUNC soft key.
4. Press the W. MAN ON/OFF soft key to select ON or OFF as appropriate.
5. Press the RETURN soft key to finish.

Note: When the watchman is activated and no guard zone is active, the message "PLEASE SET GUARD ZONE. PUSH ANY KEY TO CONTINUE." appears. Press any key and then set a guard zone.

2.23.3 Setting watchman stand-by interval

The watchman standby interval, that is, the number of minutes the radar is in standby, can be set to 5, 10 or 20 minutes as follows:

1. Press the **MENU** key.
2. Press the RADAR DISPLAY SETUP soft key.
3. Select WATCHMAN TIME, then press the EDIT soft key.

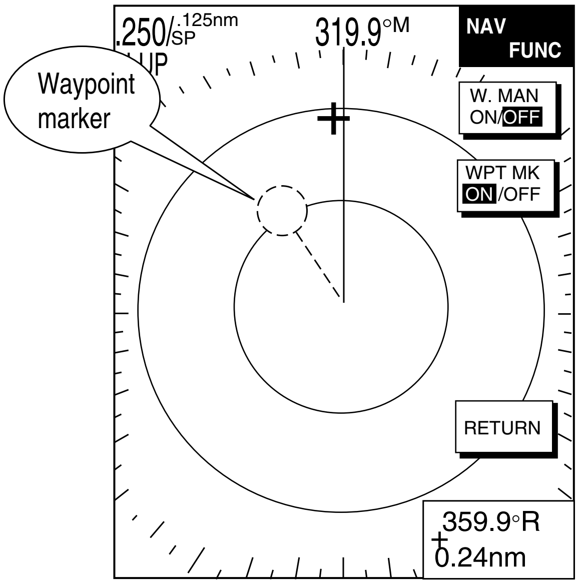


Watchman time window

4. Select time desired, then press the ENTER soft key.
5. Press the **MENU** key to close the menu.

2.24 Waypoint Marker

A waypoint marker, showing the location of the destination waypoint set on the plotter, may be inscribed on the radar display.



Waypoint marker

1. If not already shown, press the **HIDE/SHOW** key to display the radar soft keys.
2. Press the NAV FUNC soft key.
3. Press the WPT MK ON/OFF soft key to select ON or OFF as appropriate.
4. Press the RETURN soft key to finish.

2.25 ARP, TTM Operation

When the radar source is an ARP-equipped Model 18x4/19x4 series network radar, you can manually and automatically acquire and track ten targets. Once a target is acquired automatically or manually it is automatically tracked within 0.1 to 16 nm. If the FURUNO heading sensor PG-1000 is used, the data sentence “RMC” is necessary.

Alternatively, you can display the tracks of other ships by receiving the data sentence TTM (Tracked Target Message) via the NETWORK or NMEA port on the display unit. However, targets cannot be acquired.

Note: When using your unit as remote display, you cannot change the range of the main radar at the remote display. For the target acquisition, set the range individually.

Usage precautions for ARP

⚠ CAUTION

No one navigational aid should be relied upon for the safety of vessel and crew. The navigator has the responsibility to check all aids available to confirm position. Electronic aids are not a substitute for basic navigational principles and common sense.

- This auto plotter automatically tracks an automatically or manually acquired radar target and calculates its course and speed, indicating them by a vector. Since the data generated by the auto plotter are based on what radar targets are selected, the radar must always be optimally tuned for use with the auto plotter, to ensure required targets will not be lost or unwanted targets such as sea returns and noise will not be acquired and tracked.

- A target does not always mean a land-mass, reef, ships or other surface vessels but can imply returns from sea surface and clutter. As the level of clutter changes with environment, the operator should properly adjust the A/C SEA, A/C RAIN and GAIN controls to be sure target echoes are not eliminated from the radar screen.

⚠ CAUTION

The plotting accuracy and response of this auto plotter meets IMO standards. Tracking accuracy is affected by the following:

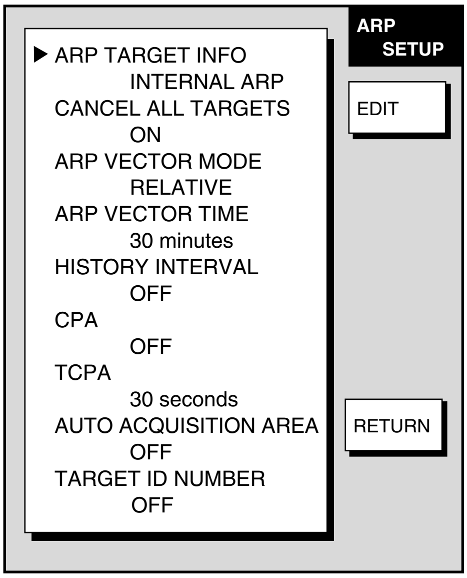
- Tracking accuracy is affected by course change. One to two minutes is required to restore vectors to full accuracy after an abrupt course change. (The actual amount depends on gyrocompass specifications.)
- The amount of tracking delay is inversely proportional to the relative speed of the target. Delay is on the order of 15-30 seconds for high relative speed; 30-60 seconds for low relative speed.

Display accuracy is affected by the following:

- Echo intensity
- Radar transmission pulsewidth
- Radar bearing error
- Gyrocompass error
- Course change (own ship or target)

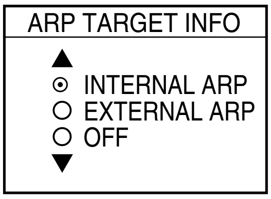
2.25.1 Activating/deactivating ARP, TTM

1. Press the **MENU** key followed by the ARP SETUP soft key to show the ARP SETUP menu.



ARP setup menu

2. Select ARP TARGET INFO, then press the EDIT soft key to show the ARP TARGET INFO window.



ARP TARGET INFO window

3. Select INTERNAL ARP, EXTERNAL ARP or OFF as appropriate.

   EXTERNAL ARP: Receive TTM data sentence via NMEA or NETWORK port. Target tracks are shown but targets cannot be acquired.

   OFF: Turns off the ARP or TTM display.

4. Press the ENTER soft key.
5. Press the **MENU** key to close the menu.

2.25.2 Acquiring and tracking targets (ARP)

Ten targets may be acquired and tracked manually and automatically. When you attempt to acquire an 11th target, the message “ARP FULL – ALREADY TRACKING 10 TARGETS!” appears for five seconds. To acquire another target, terminate tracking of an unnecessary target as shown in the paragraph “2.25.4 Terminating tracking of ARP targets.”

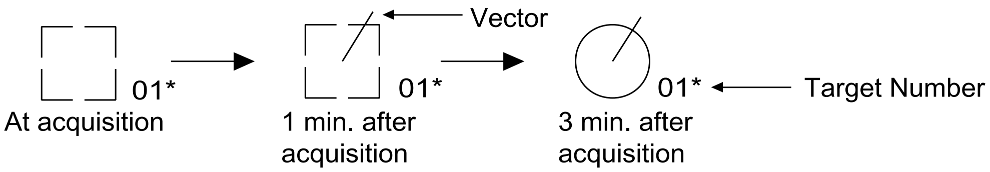
Manual acquisition

When the automatic acquisition (AUTO ACQ. AREA) is set to on, up to five targets may be acquired manually. If you attempt to acquire a sixth target, the alert message appears.

1. If not already shown, press the **HIDE/SHOW** key to show the radar soft keys.

2. Press the TARGET soft key.
3. Place the cursor on the target to acquire.
4. Press the ACQ soft key.
5. Press the RETURN soft key to finish.

The plot symbol changes over time as below. A vector appears about one minute after acquisition, indicating the target's motion trend.



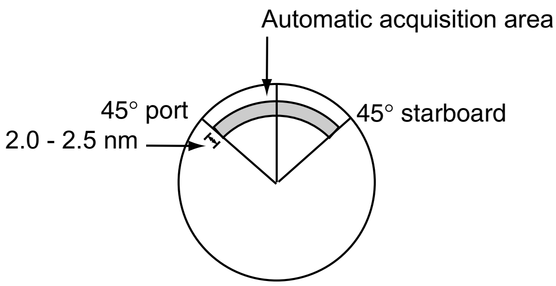
** = Target number shown when TARGET ID NUMBER is turned on in the ARP SETUP menu.*

ARP plot symbols

Note: In case of the acquisition by an external ARP, the acquisition circle mark appears one minute after acquisition.

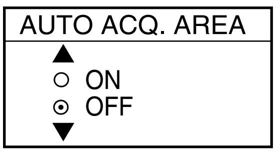
Automatic acquisition

The ARP can acquire up to ten targets automatically by setting an automatic acquisition area. When automatic acquisition is selected after acquiring targets manually, only the remaining capacity for targets may be automatically acquired. For example, if seven targets have been manually acquired, three targets may be automatically acquired.



Automatic acquisition area

1. Press the **MENU** key to show the main menu.
2. Press the ARP SETUP soft key to show the ARP SETUP menu.
3. Operate the **Cursor pad** to select AUTO ACQUISITION AREA.
4. Press the EDIT soft key to show the automatic acquisition area window.



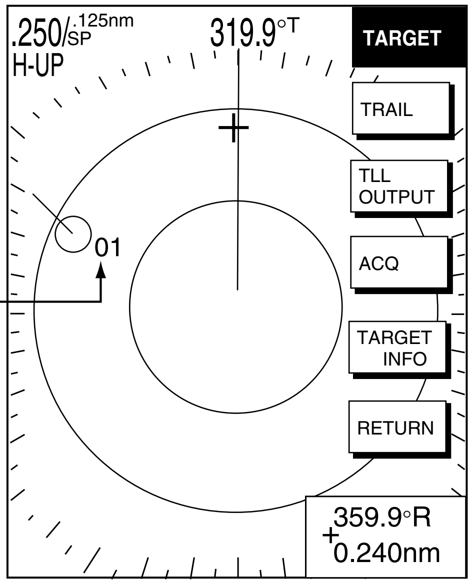
Automatic acquisition area window

5. Select ON, then press the ENTER soft key.
6. Press the **MENU** key to close the menu. An acquisition area of 2.0 to 2.5 miles in range and ±45º on either side of the heading line in bearing appears.

Note: Targets being tracked in automatic acquisition are continuously tracked when switching to manual acquisition.

2.25.3 Displaying target number (ARP, TTM)

Target number can be shown for ARP and TTM targets as below.



ARP target number

1. Press the **MENU** key.
2. Press the ARP SETUP soft key.
3. Select TARGET ID NUMBER.
4. Press the EDIT soft key.
5. Select ON or OFF as appropriate.
6. Press the ENTER soft key.
7. Press the **MENU** key to close the menu.

2.25.4 Terminating tracking of ARP targets

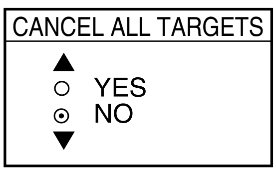
When ten targets have been acquired, no more acquisition occurs unless targets are cancelled. If you need to acquire additional targets, you must first cancel one or more individual targets, or all targets, using one of the procedures below.

Terminating tracking of selected targets

1. Place the cursor on the target to terminate tracking.
2. Press the **CLEAR** key to terminate tracking and erase the target.

Terminating tracking of all targets

1. Press the **MENU** key followed by the ARP SETUP soft key.
2. Select CANCEL ALL TARGETS.
3. Press the EDIT soft key.
4. Select YES.
5. Press the ENTER soft key.
6. Press the RETURN soft key followed by the **MENU** key to close the menu.

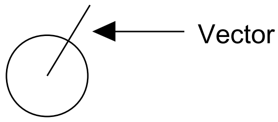


Cancel all targets window

2.25.5 Setting vector attributes (ARP)

What is a vector?

A vector is a line extending from a tracked target which shows estimated speed and course of the target. The vector tip shows an estimated position of the target after the selected vector time elapses. It can be useful to extend the vector length (time) in order to evaluate the risk of collision with any target.



Vector

Vector reference, vector time

You may reference the vectors to North (True, requires heading and speed data) or ship's heading (relative) as desired. Vector time can be set to 30 seconds, 1, 3, 6, 15 or 30 minutes.

1. Press the **MENU** key followed by the ARP SETUP soft key to show the ARP SETUP menu.
2. Operate the **Cursor pad** to select ARP VECTOR MODE.
3. Press the EDIT soft key to show the ARP vector mode window.

ARP VECTOR MODE
▲
⊙ RELATIVE
○ TRUE
▼

ARP vector mode window

4. Select TRUE or RELATIVE as appropriate.
5. Press the ENTER soft key.
6. Select ARP VECTOR TIME, then press the EDIT soft key to show the ARP vector time window.

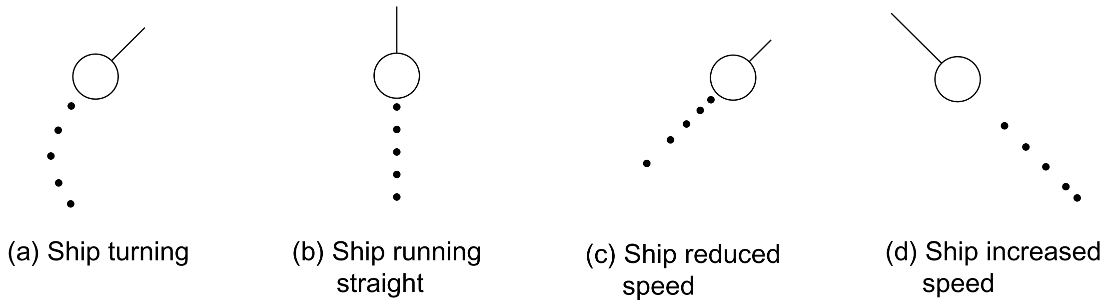
ARP VECTOR TIME
▲
⊙ 30 seconds
○ 1 minute
○ 3 minutes
○ 6 minutes
○ 15 minutes
○ 30 minutes
▼

ARP vector time window

7. Operate the **Cursor pad** to select vector time among 30 sec, 1 min, 3 min, 6 min, 15 min and 30 min.
8. Press the ENTER soft key.
9. Press the **MENU** key to close the menu.

2.25.6 Displaying past position (ARP)

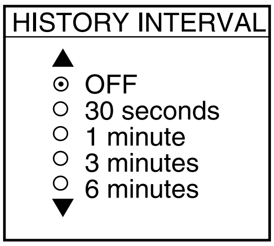
This ARP can display time-spaced dots (maximum ten dots) marking the past positions of any targets being tracked. You can evaluate a target's actions by the spacing between dots. Below are examples of dot spacing and target movement.



Past position displays

To turn the past position display on or off:

1. Press the **MENU** key followed by the ARP SETUP soft key.
2. Operate the **Cursor pad** to select HISTORY INTERVAL.
3. Press the EDIT soft key to show the history interval window.



History interval window

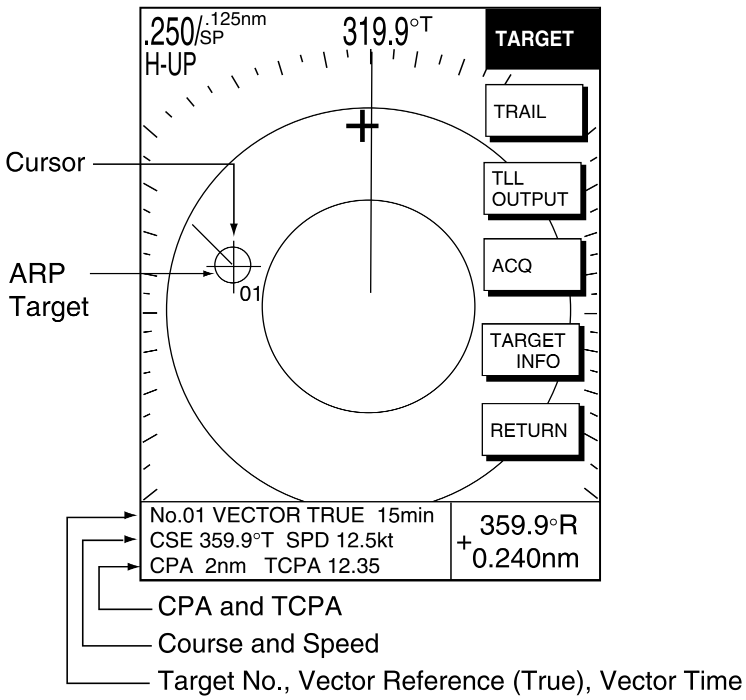
4. Operate the **Cursor pad** to select history interval among 30 sec, 1 min, 3 min and 6 min, or select OFF to turn off the past position display.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

2.25.7 ARP, TTM target data

You can show motion trends (range, bearing, course, speed, CPA and TCPA) for ARP or TTM targets.

1. Place the cursor on the target whose data you want to see.
2. If not already displayed, press the **HIDE/SHOW** key to show the radar soft keys.
3. Press the TARGET and TARGET INFO soft keys. The data of the selected target appears at the bottom left-hand corner of the display. (If an EBL/VRM data box is displayed the ARP (TTM) data box will be under it.)
4. Press the RETURN soft key to finish.

To erase ARP/TTM target data, select the corresponding target with the cursor, then press the **CLEAR** key.



ARP target data

2.25.8 CPA/TCPA alarm (ARP)

When the predicted CPA of any target becomes smaller than a preset CPA alarm range or its predicted TCPA less than a preset TCPA alarm limit, an audio alarm sounds and the speaker icon appears (in red). In addition, the target plot symbol of the offending target changes to a triangle and flashes together with its vector. You may silence the audio alarm with the **CLEAR** key. Press the **ALARM** key and the message “COLLISION ALARM” appears. Press the CLEAR ALARM soft key to acknowledge the alarm. The flashing of the triangle plot symbol continues until you intentionally terminate tracking of the target. The ARP continuously monitors the predicted range at the Closest Point of Approach (CPA) and predicted time to CPA (TCPA) of each track to own ship.

This feature helps alert you to targets which may be on a collision course with own ship. However, it is important that gain, A/C SEA, A/C RAIN and other radar controls are properly adjusted and the ARP is set up so that it can track targets effectively.

CPA/TCPA alarm ranges must be set up properly taking into consideration the size, tonnage, speed, turning performance and other characteristics of own ship.

⚠ **CAUTION**

The CPA/TCPA alarm should never be relied upon as the sole means for detecting the risk of collision. The navigator is not relieved of the responsibility to keep visual lookout for avoiding collisions, whether or not the radar or other plotting aid is in use.

Follow the steps shown below to set the CPA/TCPA alarm range:

1. Press the **MENU** key followed by the ARP SETUP soft key.
2. Operate the **Cursor pad** to select CPA.
3. Press the EDIT soft key to show the CPA window.
4. Select a CPA limit desired from 0.5 nm, 1 nm, 2 nm, 3 nm, 5 nm and 6 nm with the **Cursor pad**.
5. Press the ENTER soft key. The ARP SETUP menu reappears.
6. Operate the **Cursor pad** to select TCPA.
7. Press the EDIT soft key to show the TCPA window.
8. Select a TCPA limit from 30 sec, 1 min, 2 min, 3 min, 4 min, 5 min, 6 min and 12 min.
9. Press the ENTER soft key.
10. Press the **MENU** key to close the menu.

CPA

▲
⊙ OFF
○ 0.5nm
○ 1nm
○ 2nm
○ 3nm
○ 5nm
○ 6nm
▼

CPA distance

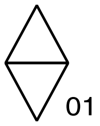
TCPA

▲
⊙ 30 seconds
○ 1 minute
○ 2 minutes
○ 3 minutes
○ 4 minutes
○ 5 minutes
○ 6 minutes
○ 12 minutes
▼

TCPA time

2.25.9 Lost target alarm (ARP)

When the system detects a lost target, the target symbol becomes a diamond and tracking is discontinued after one minute.



Lost target mark

Canceling a lost target

1. Place the cursor on the target.
2. Press the **CLEAR** key.

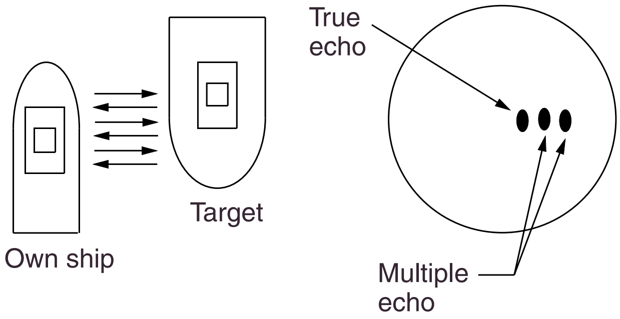
2.26 Interpreting the Radar Display

2.26.1 False echoes

Occasionally echo signals appear on the screen at positions where there is no target or disappear even if there are targets. False target situations may be recognized, however, if you understand why they are displayed. Typical false echoes are shown below.

Multiple echoes

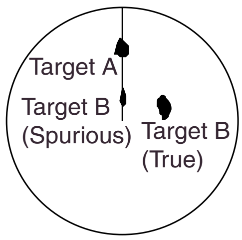
Multiple echoes occur when a transmitted pulse returns from a solid object like a large ship, bridge, or breakwater. A second, a third or more echoes may be observed on the display at double, triple or other multiples of the actual range of the target as shown below. Multiple reflection echoes can be reduced and often removed by decreasing the gain (sensitivity) or properly adjusting the A/C SEA control.



Multiple echoes

Sidelobe echoes

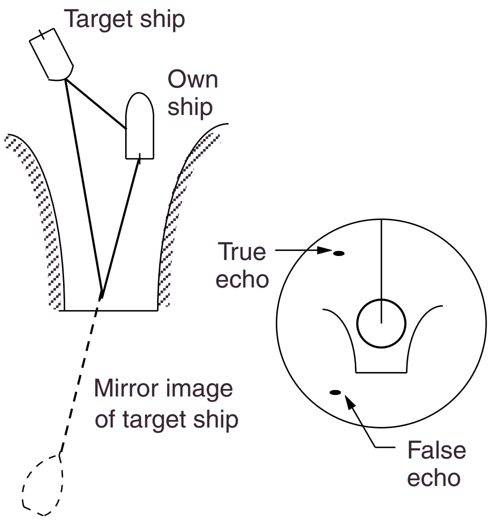
Every time the radar pulse is transmitted, some radiation escapes on each side of the beam. This stray RF is called a "sidelobe." If a target exists where it can be detected by the sidelobes as well as the main lobe, the side echoes may be represented on both sides of the true echo at the same range. Sidelobes show usually only on short ranges and from strong targets. They can be reduced through careful reduction of the gain or proper adjustment of the A/C SEA control.



Sidelobe echoes

Virtual image

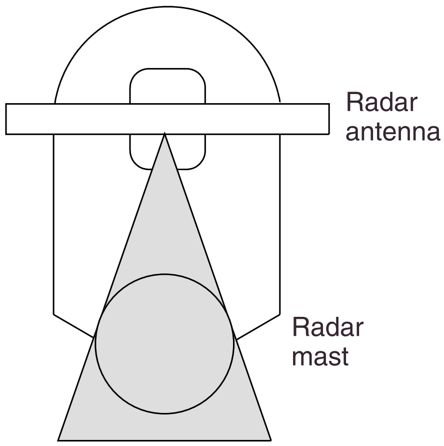
A relatively large target close to your ship may show at two positions on the screen. One of them is the true echo directly reflected by the target and the other is a false echo which is caused by the mirror effect of a large object on or close to your ship as shown in the figure below. If your ship comes close to a large metal bridge, for example, such a false echo may temporarily be seen on the screen.
Virtual image



Virtual image

Shadow sector

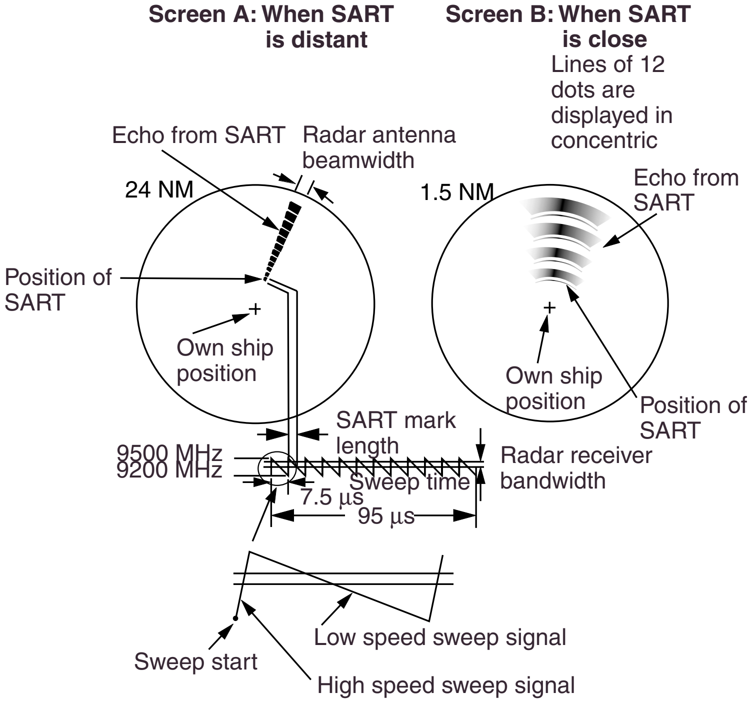
Funnels, stacks, masts, or derricks in the path of the antenna block the radar beam. If the angle subtended at the antenna is more than a few degrees, a non-detecting sector or blind spot may be produced. Within this sector, targets can not be detected.



2.26.2 SART (Search and Rescue Transponder)

A Search and Rescue Transponder (SART) may be triggered by any X-Band (3 cm) radar within a range of approximately 8 nm. Each radar pulse received causes it to transmit a response which is swept repetitively across the complete radar frequency band. When interrogated, it first sweeps rapidly (0.4 µs) through the band before beginning a relatively slow sweep (7.5 µs) through the band back to the starting frequency. This process is repeated for a total of twelve complete cycles. At some point in each sweep, the SART frequency will match that of the interrogating radar and be within the pass band of the radar receiver. If the SART is within range, the frequency match during each of the 12 slow sweeps will produce a response on the radar display, thus a line of 12 dots equally spaced by about 0.64 nautical miles will be shown.

When the range to the SART is reduced to about 1 nm, the radar display may show also the 12 responses generated during the fast sweeps. These additional dot responses, which also are equally spaced by 0.64 nm, will be interspersed with the original line of 12 dots. They will appear slightly weaker and smaller than the original dots.



Appearance of SART signal on the radar display

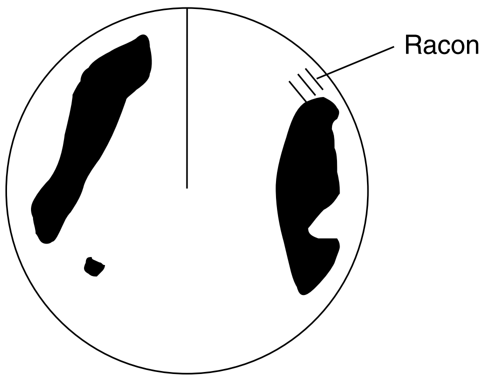
General procedure for detecting SART response

1. Use the range scale of 6 or 12 nm as the spacing between the SART responses is about 0.6 nm (1125 m) to distinguish the SART.
2. Turn off the automatic clutter suppression (if applicable).
3. Turn off the Interference Rejector.

2.26.3 Racon (Radar Beacon)

A racon is a radar transponder which emits a characteristic signal when triggered by a ship’s radar (usually only the 3 centimeter band). The signal may be emitted on the same frequency as that of the triggering radar, in which case it is superimposed on the ship's radar display automatically.

The racon signal appears on the PPI as a radial line originating at a point just beyond the position of the radar beacon or as a Morse code signal (see figure below) displayed radially from just beyond the beacon.



Appearance of racon signal on the radar display

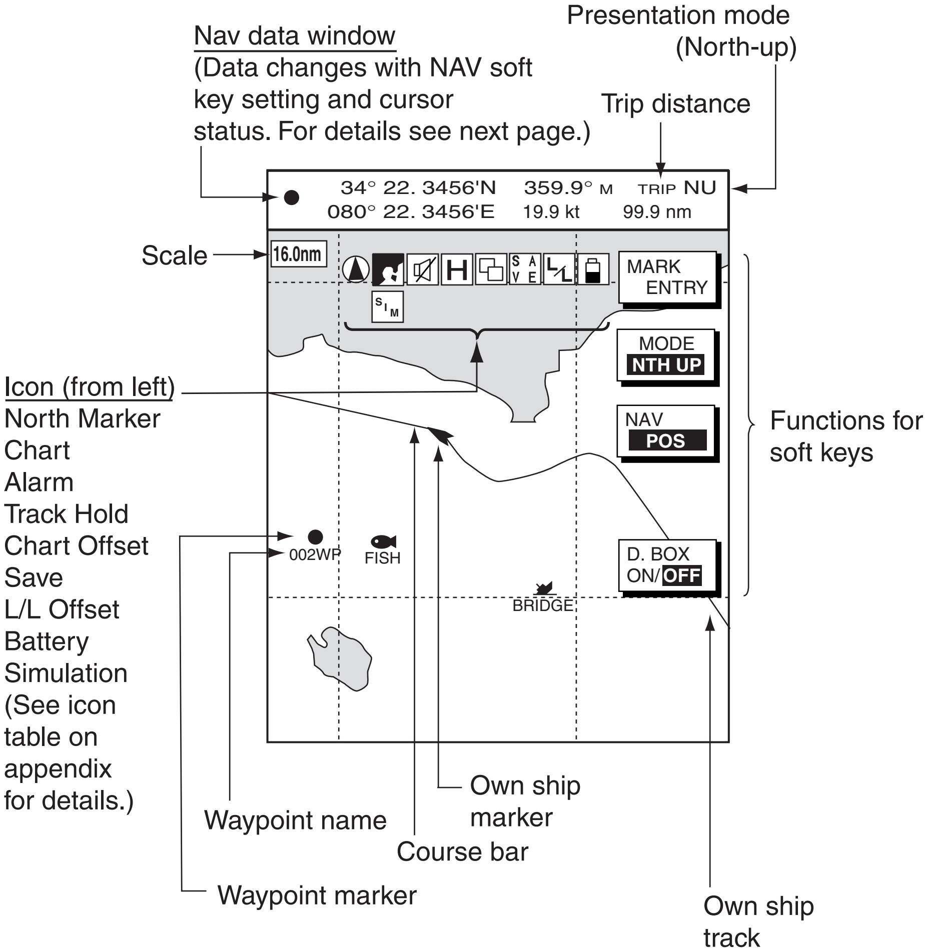
This page is intentionally left blank.

3. PLOTTER OPERATION

3.1 Plotter Displays

You may show the plotter display over the entire screen, in the overlay screen with the radar display, or in a combination screen.

3.1.1 Full-screen plotter display



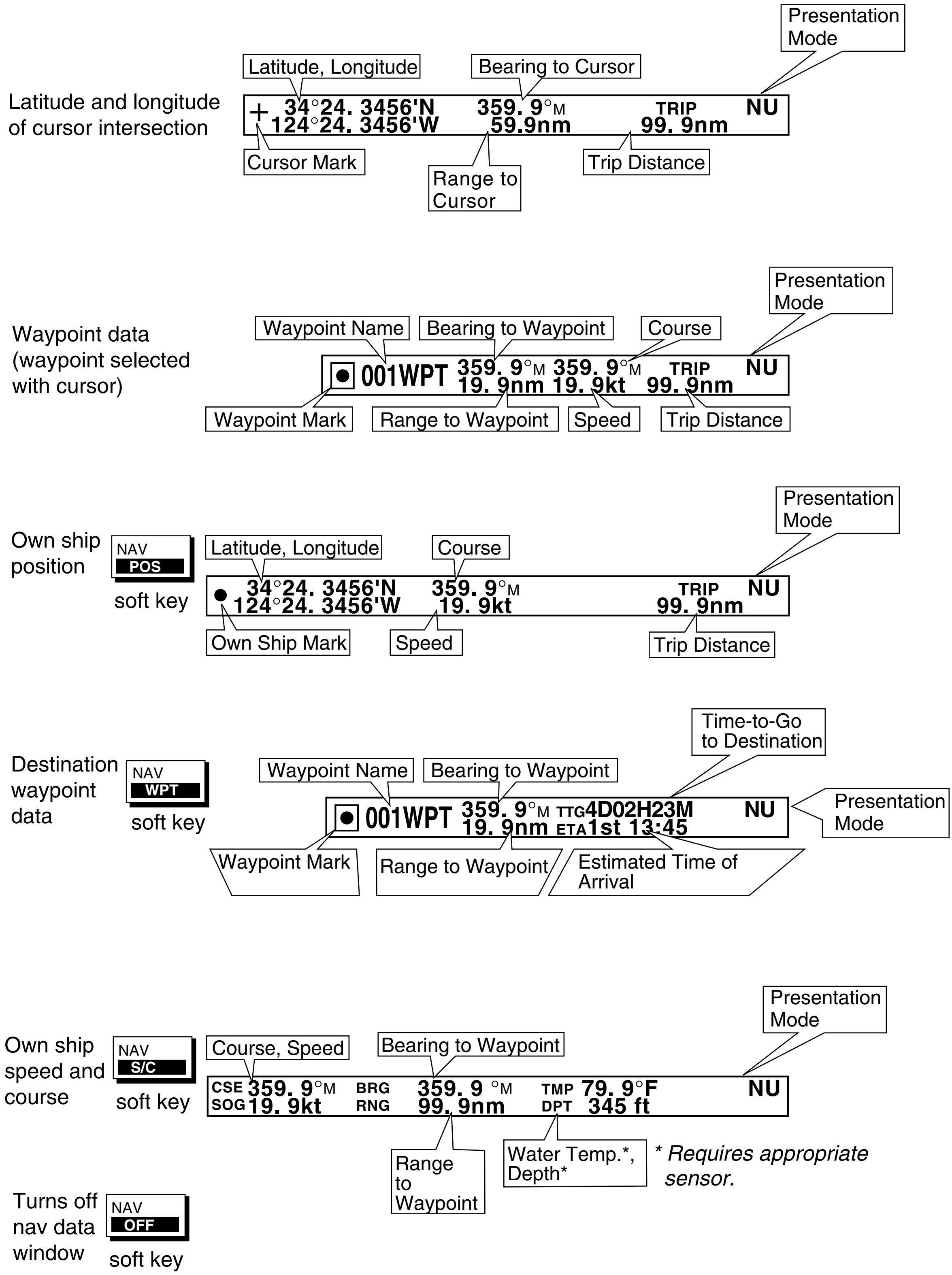
Full-screen plotter display

Note: When GPS signal error is found, the following occurs depending on the device feeding position data:

FURUNO BB GPS Receiver: Alarm icon (☒) appears and the aural alarm sounds. Own ship marker blinks faster.
Other navigator: The message "NO GPS FIX" appears and is accompanied by the aural alarm and alarm icon. If the GPS signal is missing for more than 90 seconds, the message "NO POSITION DATA" appears.

Nav data window

The data shown in the nav data window depends on the status of the NAV soft key and the cursor.



Contents of nav data window

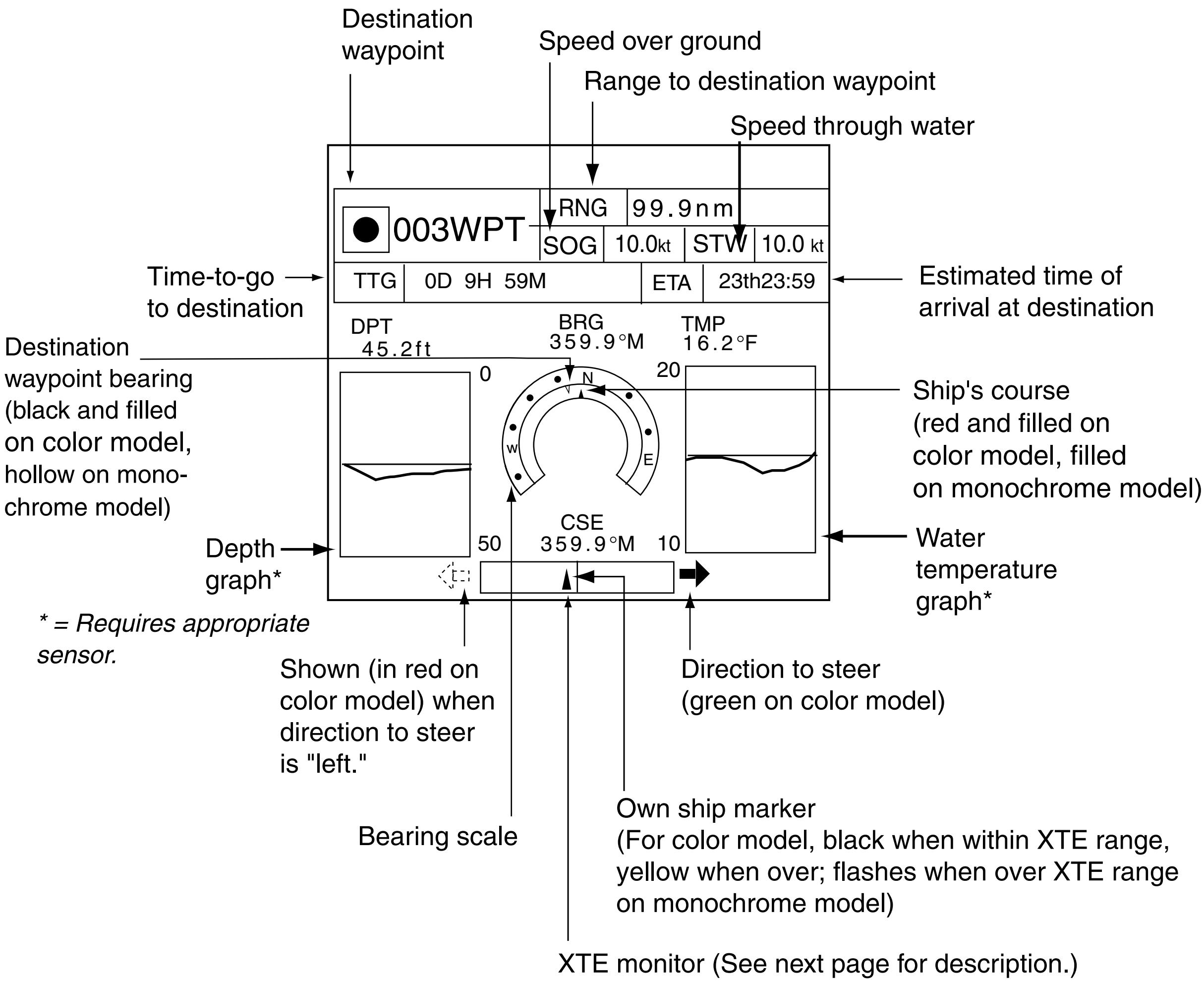
3.1.2 Nav graphic display

The nav graphic display shows the compass display or the wind display depending on the setting of GRAPHIC METER in the NAV GRAPHIC DISPLAY SETUP menu. For further details see paragraph 7.10.

Compass display

The compass display, shown in combination displays, provides steering information. The compass rose shows two triangles: the red triangle shows own ship's course and the black triangle, which moves with ship's course, shows the bearing to destination waypoint.

The water temperature and depth graphs, which require appropriate sensors, show the latest 10 minutes of water temperature and depth data. The range of the depth graph is 50 feet and it is automatically adjusted with depth. You may adjust the update interval for these graphs on the NAV GRAPHIC DISPLAY SETUP menu.



Compass display

Reading the XTE (cross-track error) monitor

The XTE monitor, located below the compass rose, shows the distance you are off course and the direction to steer to return to course. The own ship marker moves according to direction and distance off course. It is shown in black when the amount of cross-track error is within the XTE monitor range and yellow when it is over. An arrow appears at the right or left side of the XTE monitor and it shows the direction to steer to return to intended course. It is shown in red when you should steer left, and green when you should steer right. In the example on the previous page you would steer right to return to course. To maintain course, steer the vessel so the own ship marker stays at the center of the XTE monitor.

Soft keys

You can show the soft keys for the compass display by pressing the **HIDE/SHOW** key.

EDIT XT-LMT: Sets the range for XTE monitor scale. See the procedure below for how to set.
RESET XTE: This soft key may be operated to restart navigation, when a destination is set. Press the EDIT XT-LMT soft key followed by the RESET XTE soft key. The following message is displayed.

```
RESTART NAVGATION TO
CURRENT WPT.
ARE YOU SURE?
YES ... PUSH ENTER KNOB
NO   ... PUSH CLEAR KEY
```

Setting the range for the XTE monitor

1. With the compass (or highway) display shown, press the EDIT XT-LMT soft key to display the following window.

```
XTE LIMIT

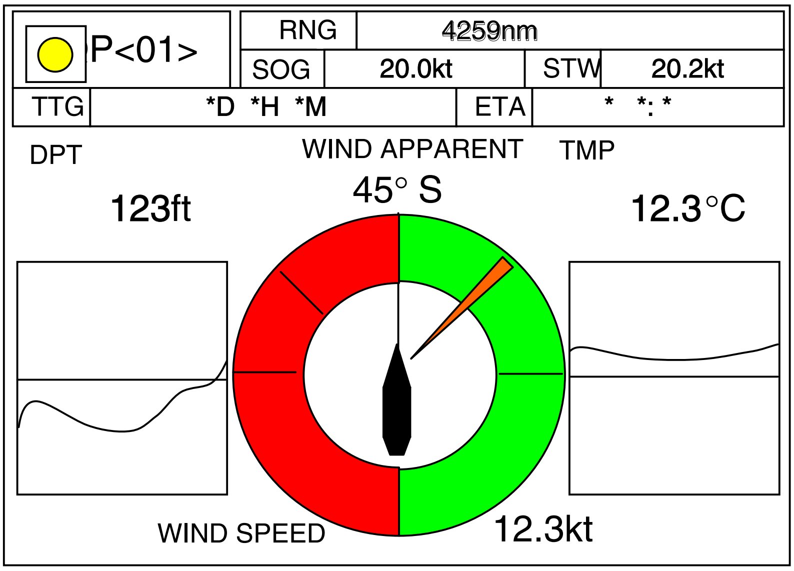
0.1nm
```

XTE range setting window

2. Use the **Cursor pad** to select digit to change. Note that all digits may be cleared by pressing the **CLEAR** key.
3. Enter value with the ENTER knob.
4. Push the **ENTER** knob to set, or press the CANCEL soft key to cancel.

Anemometer display

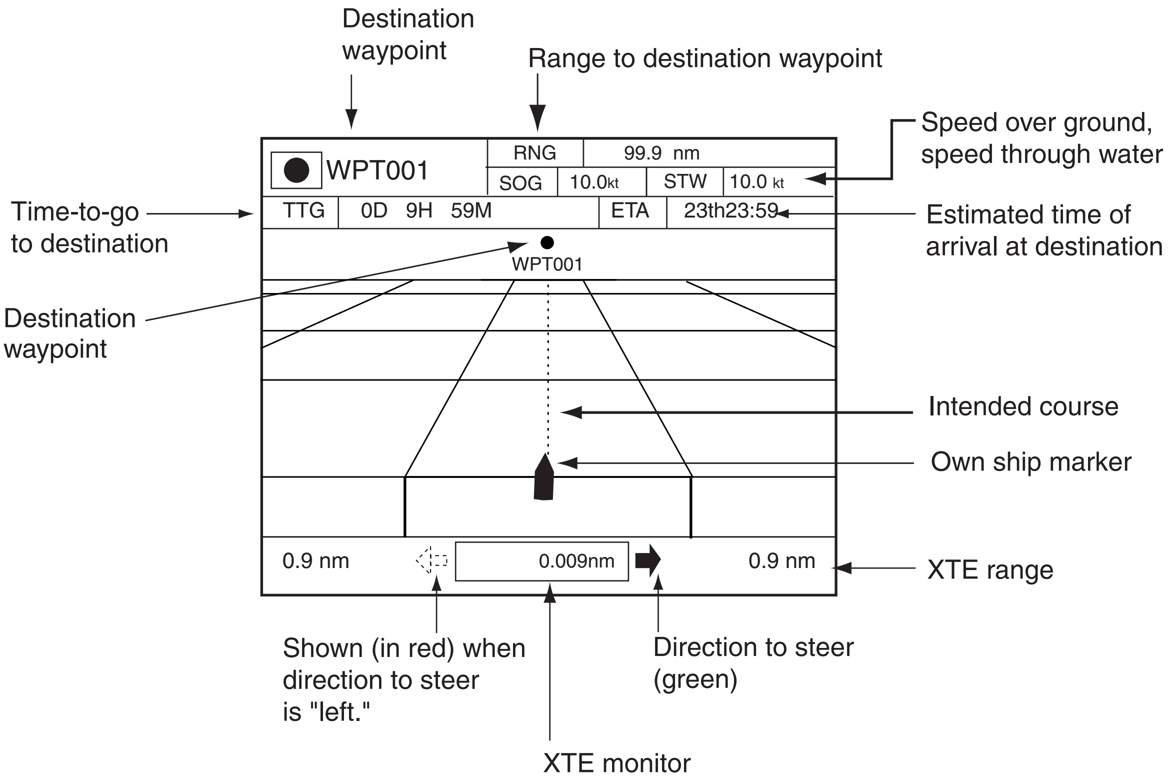
The anemometer display shows mostly the same data as the compass display. The wind meter in the center of the display shows wind speed in the bow direction, in graphic and analog forms.



Anemometer display

3.1.3 Highway display

The highway display, shown in the combination display of radar/compass/highway and plotter/compass/highway, provides a graphic presentation of ship's track along intended course. It is useful for monitoring ship's progress toward a waypoint. The own ship marker shows the relation between ship and intended course. The XTE monitor shows the direction and amount your vessel is off course – the arrow shows the direction to steer to return to your course and the numeric the distance you are off course. Using the figure below as an example, you would steer right 0.009 nm to return to course. To maintain course, steer the vessel so the own ship marker stays aligned with the intended course line.



Highway display

Soft keys

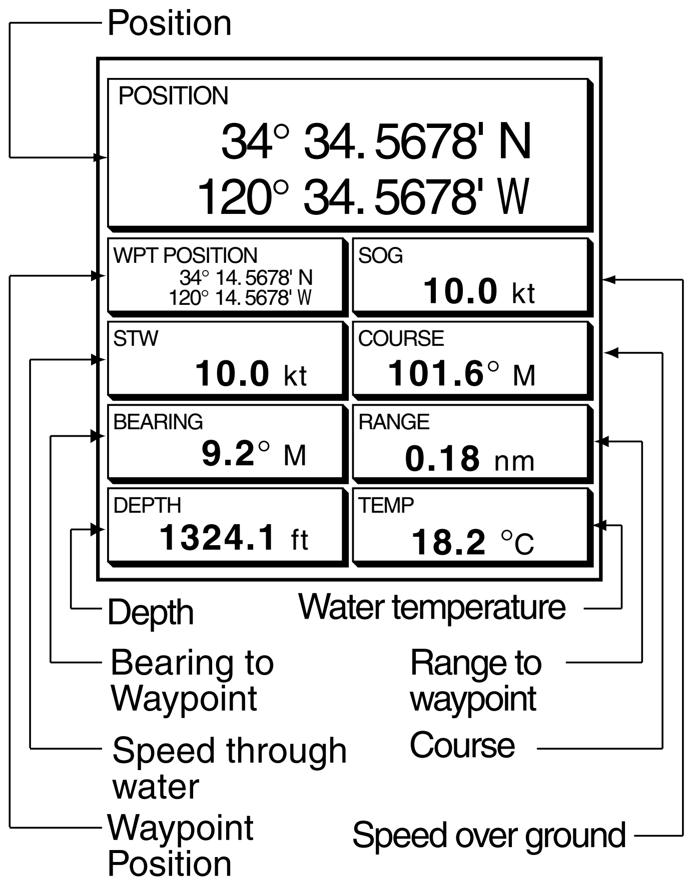
You can show the soft keys for the highway display by pressing the **HIDE/SHOW** key.

HIWAY CNTRL: On the radar/plotter/compass combination display you can switch control to the highway display by pressing the CNTRL soft key to show HIWAY.
EDIT XT-LMT: Sets the range for XTE monitor scale. See the procedure on the previous page for how to set.
RESET XTE: This soft key may be operated to restart navigation, when a destination is set. Press the EDIT XT-LMT soft key followed by the RESET XTE soft key. See the previous page for details.

3.1.4 Nav data display

The nav data display provides comprehensive navigation data, and it is shown in a three-screen combination display. The user may select what data to display and where to display it. For details see the paragraph "7.8 Nav Data Display Setup."

Appropriate sensors are required. Bars (- -) appear when corresponding sensor is not connected.



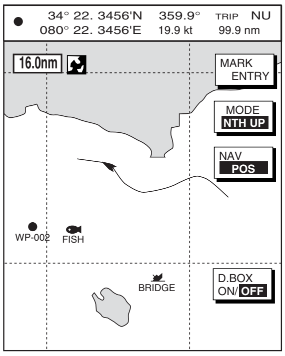
Nav data displays

3.2 Presentation Mode

Three types of presentation modes are provided for the plotter display: north-up, course-up and auto course-up. To change the presentation mode, press the **HIDE/SHOW** key followed by the MODE soft key. Each press of the key changes the presentation mode and presentation mode indication (top right-hand corner of the screen) cyclically in the sequence of North-up, Course-up and Auto course-up.
For C-map model, the sequence is North-up, Perspective, Course-up and Auto course-up when PERSPECTIVE DISPLAY is set to ON, on the CHART DETAILS menu. (See Chapter 7.)

North-up

North (zero degree) is at the top of the display and own ship is shown with a filled circle. This mode is useful for long-range navigation.

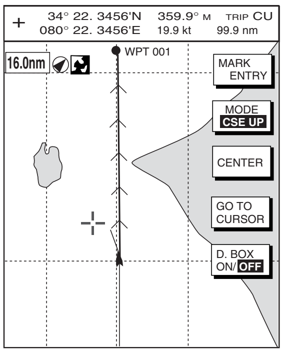


North-up

Course-up

The course-up mode is useful for monitoring ship's progress towards a waypoint. The destination is at the top of the screen when a destination is set. When no destination is set, the course or heading is at the top of the screen at the moment the course-up mode is selected. A filled triangle marks own ship's position.

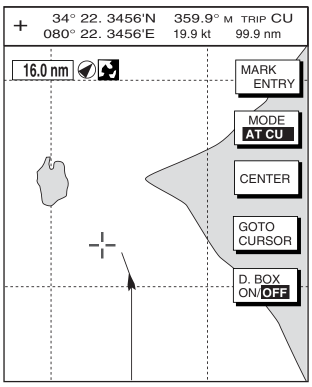
Note: The data sentences GGA and VTG must be output from the NavNet display unit connected to the GPS navigator in order to correctly orient the own ship marker in the course-up mode on other NavNet display units.



Course-up

Auto course-up

The course is at the top of screen at the moment the auto course-up mode is selected. In this mode, the current course is kept at the top of the screen when the change is within 22.5 degrees. For example, if your vessel turns larger than 22.5 degrees to port or starboard, the chart display will rotate so that your course is pointing towards the top of the screen again. A filled triangle marks own ship's position.



Auto course-up

Perspective (C-map only)

Chart data is projected in perspective mode, for 3D simulation, during navigation.

3.3 Shifting the Display

The plotter display can be shifted as below.

1. Use the **Cursor pad** to locate the cursor at a screen edge. The screen shifts in the direction opposite of cursor location.
2. To turn off the cursor, press the CENTER soft key. This also returns the own ship marker to the screen center.

3.4 Chart Scale

Chart scale (range) may be selected with the [RANGE -] or [RANGE +] key. The [-] key shrinks the chart range (image is expanded); the [+] key expands the cart range (image is shrunk). The available ranges are as below.

Charts scales

nm	0.125	0.25	0.5	1	2	4	8	16	32	64	128	256	512	1024	2048*
km	0.23	0.46	0.93	1.85	3.70	7.41	14.8	29.6	59.3	119	237	474	948	1896	3792
sm	0.144	0.29	0.58	1.15	2.30	4.60	9.21	18.4	36.8	73.7	147	295	589	1178	2356

*: 2046 or 2047 in high latitudes.

3.5 Chart Cards

3.5.1 Chart card overview

Your system reads NAVIONICS GOLD or C-MAP NT MAX charts, depending on the type of display unit you have.

When you insert a suitable chart card in the slot and own ship is near any cartographic object, a chart appears. If a wrong card is inserted or a wrong chart scale is selected, landmasses will appear hollow. Chart icons appear at the top of the display to help you select a suitable chart scale. The table below shows the chart icons and their meanings.

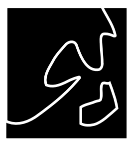
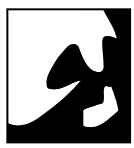
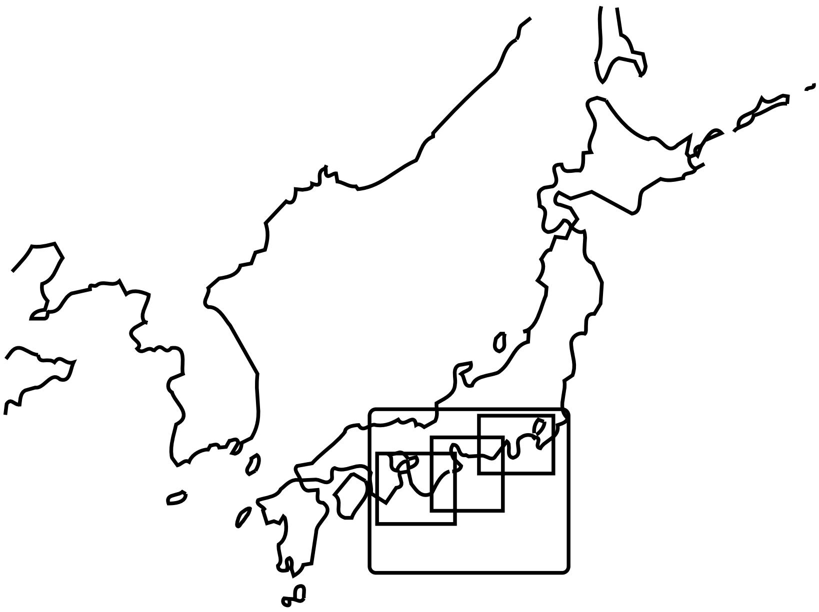
Icon	Meaning
	Proper card is not inserted or chart scale is too small. Press the ZOOM IN soft key to adjust chart scale.
	Chart scale is too large. Operate the RANGE key to adjust chart scale.
	Suitable chart scale is selected.

Chart icons and their meanings

3.5.2 Indices and chart enlargement

When the **RANGE** key is operated, you will see several frames appear on the chart. These frames are called indices and they show you what parts of the chart can be enlarged in the current range.



Sample chart (Japan), showing indices

When a chart cannot be displayed:

A chart will not be displayed in the following conditions:

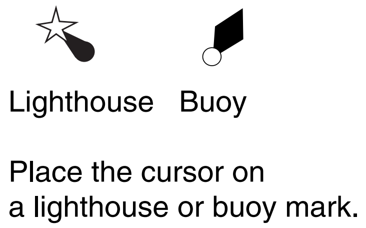
- When the chart scale is too large or too small.
- When scrolling the chart outside the indices.
- When this happens, select proper chart scale.

Note: Indices can be turned on or off. For further details see “Chart border line” on page 7-15 for NAVIONICS charts and page 7-19 for C-MAP charts.

3.5.3 Navionics charts

Data for aids to navigation

Selected Navionics charts can show buoy and lighthouse data. Simply place the cursor on the lighthouse or buoy mark.

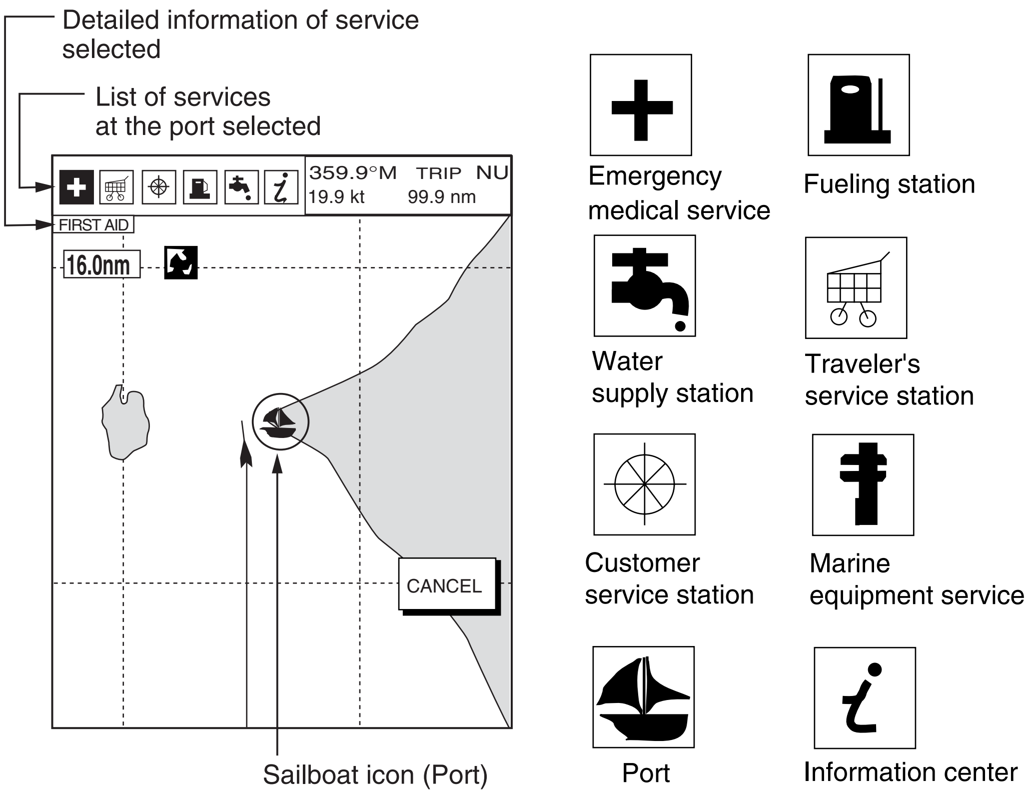


Lighthouse mark

Port service icons

Selected Navionics GOLD charts show services available at ports, with icons.

1. Use the **Cursor pad** to place the cursor on the sailboat icon (denotes a port or harbor) desired.
2. Push the **ENTER** knob.
3. Roll the **Cursor pad** horizontally to select icon desired at the top of the display. The services available appear directly below the icon selected.
4. Press the RETURN soft key to finish.

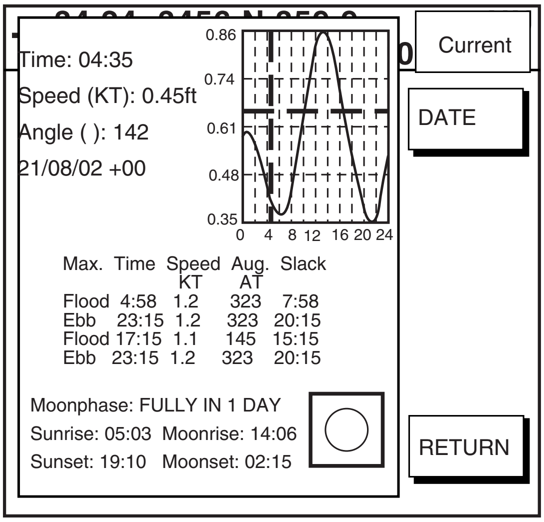


Plotter display, showing port service display

Current (or tide) data

Some Navionics GOLD charts provide for calculation of the current (or tide) data for any date. Additionally it displays the time of sunrise and sunset, moon shape (on current data.)

1. Use the **Cursor pad** to place the cursor on a current icon ().
2. Press the **ENTER** knob to show the current window.
3. Press the DATE soft key, and then enter the date desired.
4. Press the ENTER soft key.

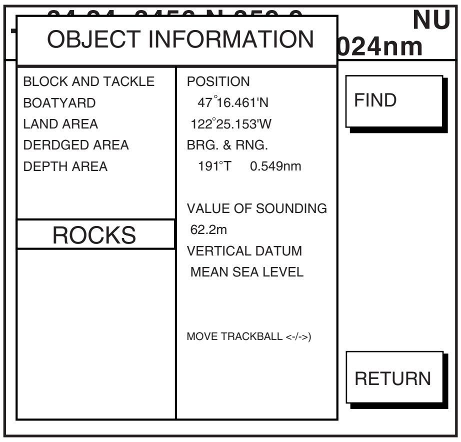


Current data display

Object information

You can see detailed information about a place selected by the cursor as below.

1. Use the **Cursor pad** to place the cursor on the location you desire to know more about.
2. Press the **ENTER** knob to show the OBJECT INFORMATION window.



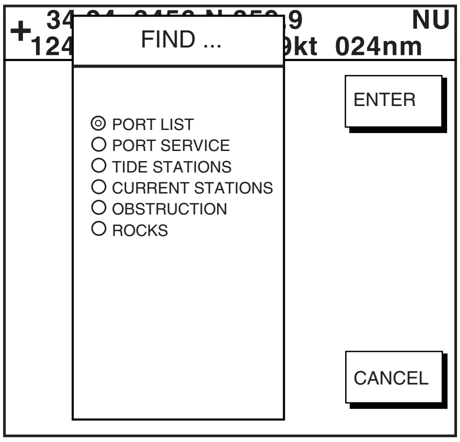
Object information window

When there are two or more pages, roll the Cursor pad rightward to show the next page.

FIND function

When the OBJECT INFORMATION window is shown, objects can be listed according to their categories.

1. Press the FIND soft key with the OBJECT INFORMATION window shown.



FIND window

2. Operate the **Cursor pad** to choose the category to list, and then press the ENTER soft key or ENTER knob.

Note: You can show the selected object on the plotter display by pressing the SHOW soft key.

3.5.4 C-MAP charts

Cursor and data display

Besides its fundamental functions of providing position data, the cursor can also show information about caution area, depth area, source of data, etc. on C-MAP charts. In addition, you can display information about an icon by placing the cursor on it.

1. Move the **Cursor pad** to turn the cursor on.
2. Use the **Cursor pad** to place the cursor on the position desired.
3. Push the **ENTER** knob to open the Objects window.

Objects

Spot Sounding
Depth area
Exclusive economic zone
Military practice area
Restricted area
Source of data

Objects window

4. Use the **Cursor pad** to select the item desired.
5. Push the **ENTER** knob to display details for object selected.

Depth area

Depth range value1
0.00 Meters

Depth range value2
1829.00 Meters

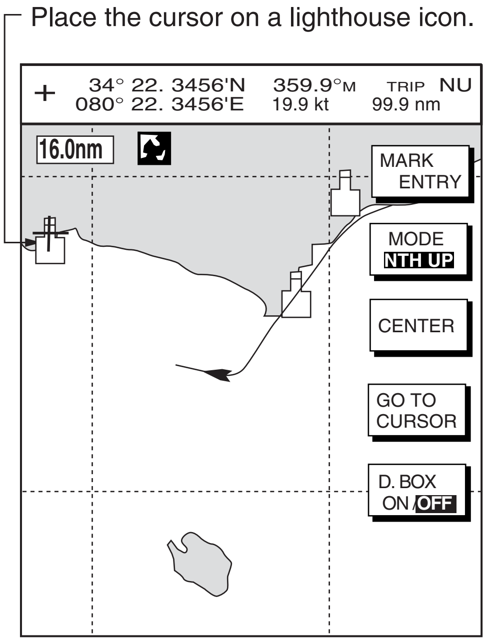
Example of caution area window

6. Press the CANCEL soft key to close the window.
7. Press the CANCEL soft key to finish.

Icon data

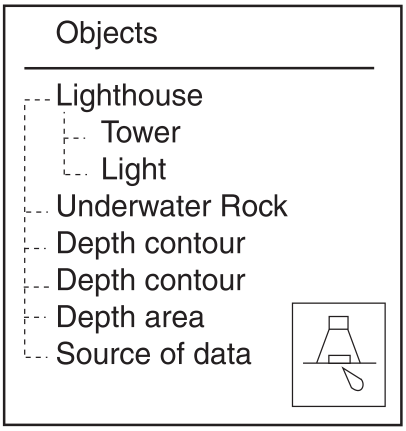
You may place the cursor on any icon to find information about the selected icon.

1. For example, place the cursor on a lighthouse icon.



Lighthouse icon

2. Push the **ENTER** knob to show data. For example, the following window appears for a lighthouse.



Object windows

3. Use the **Cursor pad** to select the item desired.
4. Push the **ENTER** knob to display detailed information.

Navigation mark, fixed
Light.

Color
white
Height
7. 00 Meters
Light characteristic
occulting
XXXXXXXX
XXXXXXXX

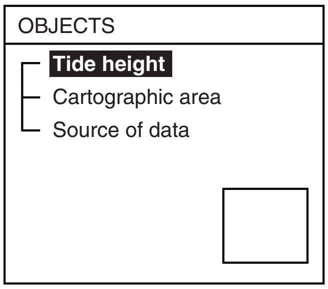
Sample lighthouse data

5. If necessary, move the **Cursor pad** downward or upward to scroll the window.
6. Press the CANCEL soft key twice to finish.

Tide information

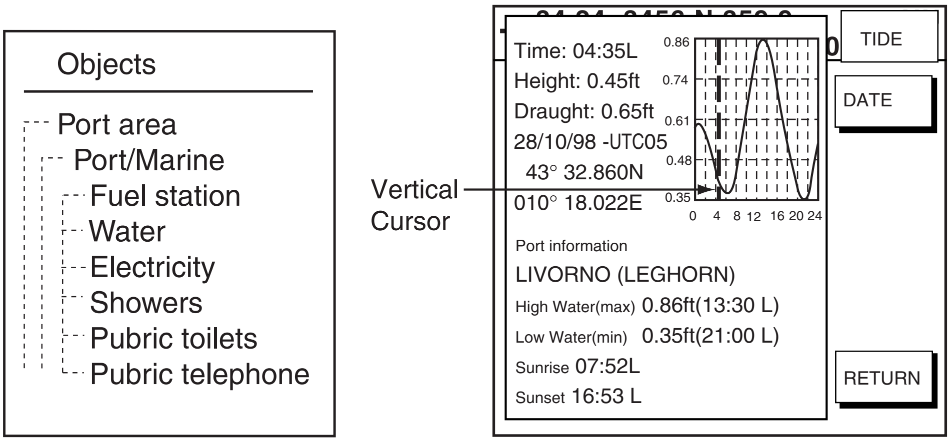
The C-MAP NT chart card provides for calculation of the tide heights for any date. Additionally it displays the times of sunrise and sunset.

1. Use the **Cursor pad** to place the cursor on a Tide icon (T).
2. Push the **ENTER** knob to open the Objects window.



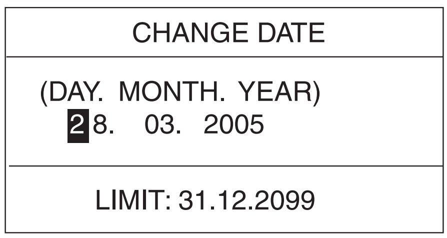
Objects window

3. Use the **Cursor pad** to select Tide height.
4. Push the **ENTER** knob to open the TIDE window.



Tide window

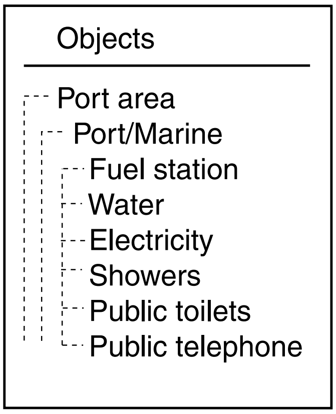
5. Press the DATE soft key to open the DATE window.
6. Use the **Cursor pad** to position the cursor where desired, then enter date with the ENTER knob. Repeat to enter complete date.
7. Push the **ENTER** knob to show the tidal graph for entered date.
8. Use the **Cursor pad** to locate the vertical cursor on the hour desired.
9. Use the **Cursor pad** to shift the horizontal cursor to select draught.
10. See the time, height and draught indications in left of the tide graph for tide information.
11. Press the CANCEL soft key twice to close the TIDE window.



C-map, port service display

Port service icons

Selected C-MAP shows services available at ports, with lists.



1. Use the **Cursor pad** to place the cursor on the sailboat icon (denotes a port or harbor) desired.
2. Push the **ENTER** knob.
   The services available appear.
3. Press the CANCEL soft key.

Note: When “Port/Marine” is selected, you can show a picture of the port selected, provided such data is available on the chart card.

FIND function

When the Objects window is shown, objects can be listed according to their categories.

1. Press the FIND soft key with the Object window.
2. Operate the **Cursor pad** to choose the category to list, and then press the ENTER soft key or ENTER knob.
   A list appears.
3. Press the CANCEL key twice to finish.

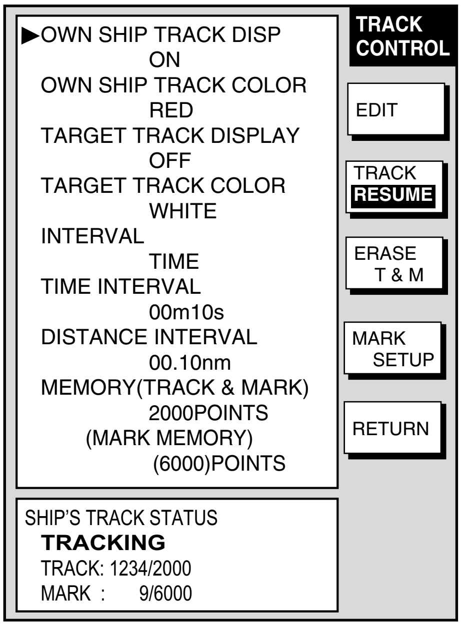
3.6 Working with Track

Your ship's track is plotted on the screen using navigation data fed from position-fixing equipment. This section shows you what you can do with track, from turning it on or off to changing its plotting interval. In the default setting, own ship's track is turned on and is displayed in red.

3.6.1 Displaying track

Own ship track

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.



Track control menu

2. Use the **Cursor pad** to select OWN SHIP TRACK DISP.
3. Press the EDIT soft key to show the track display window.
4. Use the **Cursor pad** to select ON (default setting) or OFF as appropriate.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

Note: The number of track and mark points used appears at the SHIP'S TRACK STATUS window on the TRACK CONTROL menu. Using the figure above as an example, 1234 points of track and 9 marks have been recorded.

Target track

Target track, NMEA format TTM (Tracked Target Message) data sentence, may be turned on or off as desired. The default setting is ON.

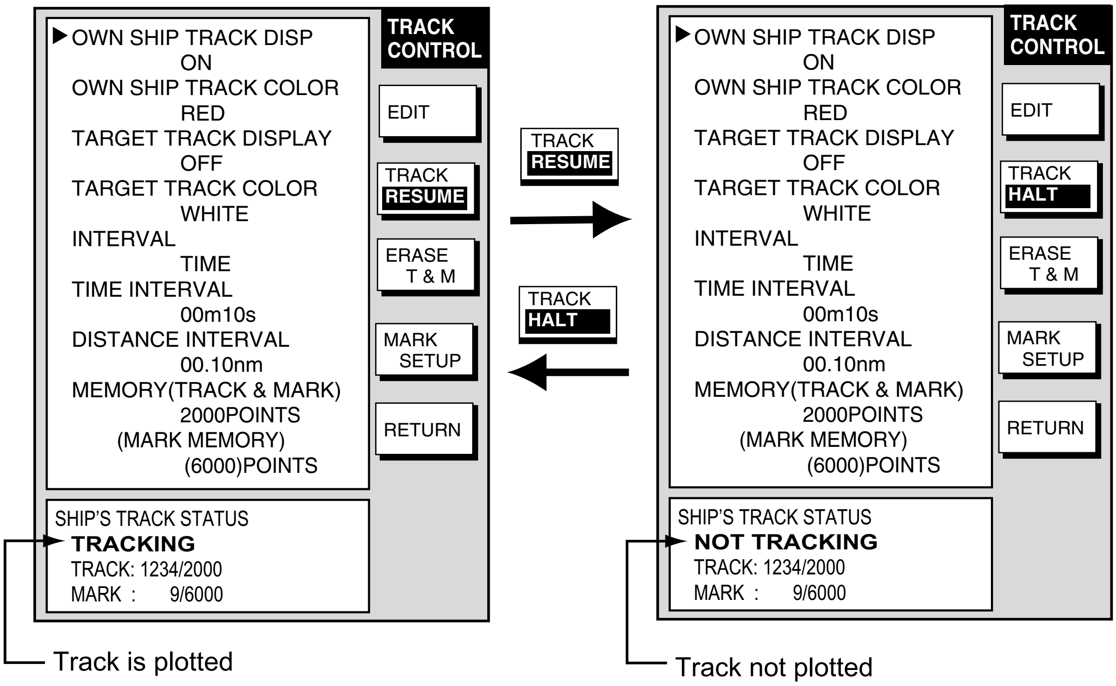
1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the **Cursor pad** to select TARGET TRACK DISPLAY.
3. Press the EDIT soft key to show the target track display window.

4. Use the **Cursor pad** to select one of the following:
   ON or OFF (no ARP or AIS): Turn on or off target tracks
   ARP ONLY (ARP equipped): Show only ARP tracks.
   AIS ONLY (AIS equipped): Show only AIS tracks.
   BOTH: Show both ARP and AIS tracks.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

3.6.2 Stopping, restarting plotting of own ship track

When your boat is at anchor or returning to port you probably won't need to record its track. You can stop recording the track, to conserve the track memory, as follows:

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.



Track control menu

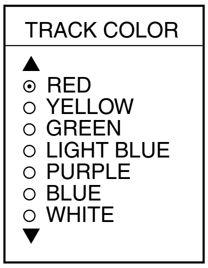
2. Press the TRACK RESUME soft key. The soft key now shows "TRACK HALT" and the indication "TRACKING" in the SHIP'S TRACK STATUS window changes to "NOT TRACKING." In addition, the icon "H" is displayed at the top of the plotter display and own ship marker becomes a hollow circle. To restart plotting the track, press the TRACK HALT soft key
3. Press the **MENU** key to close the menu.

3.6.3 Changing track color

Track can be displayed in red (default setting), yellow, green, light-blue, purple, blue and white. It can be useful to change track color on a regular basis to discriminate between previous day's track, etc.

Own ship's track

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the **Cursor pad** to select OWN SHIP TRACK COLOR.
3. Press the EDIT soft key to display the track color window.



Own ship track color window

4. Use the **Cursor pad** to select the color desired.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

Target track

Like own ship's track, target tracks can be displayed in red, yellow, green, light-blue, purple, blue and white (default setting).

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the **Cursor pad** to select TARGET TRACK COLOR.
3. Press the EDIT soft key to display the track color window.
4. Use the **Cursor pad** to select the color desired.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

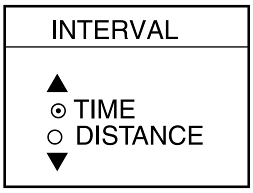
3.6.4 Track plotting method and interval for own ship track

In drawing the own ship track, first the ship's position fed from position-fixing equipment is stored into the unit's memory at an interval of time or distance. A shorter interval provides for better reconstruction of the track, but the storage time of the track is reduced. When the track memory becomes full, the oldest track is erased to make room for the latest.

Track plotting method

Track may be plotted by time or distance. The default setting is "time."

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the **Cursor pad** to select INTERVAL.
3. Press the EDIT soft key to display the plot window.

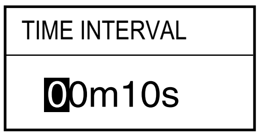


Interval window

4. Use the **Cursor pad** to select TIME or DISTANCE as appropriate. Distance is useful for conserving track memory, since no track is recorded when the boat is stationary.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

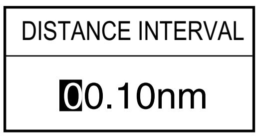
Track plotting interval

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the **Cursor pad** to select TIME INTERVAL or DISTANCE INTERVAL as appropriate.
3. Press the EDIT soft key to display the time or distance interval window, depending on what you selected at step 2.



Setting range: 0 min 1 sec (continuous) - 99 min 59 sec
Default setting: 10 sec

(When selecting TIME INTERVAL.)



Setting range: 0.00 nm (continuous) - 99.99 nm (km, sm)
Default setting: 0.1 nm

(When selecting DISTANCE INTERVAL.)

Interval windows

4. Use the **Cursor pad** to select digit and enter value with the ENTER knob. The CLEAR soft key functions to clear an entire line of data.
5. Push the **ENTER** knob or ENTER soft key.
6. Press the **MENU** key to close the menu.

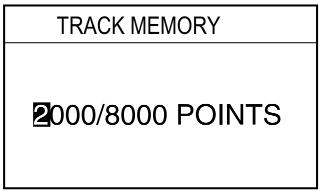
3.6.5 Changing own ship track/mark distribution setting

The equipment stores a total of 8000 points of track and marks. This amount may be distributed as desired, and the default setting is 2000 points of track and 6000 points for marks.

When you change the track memory setting, all tracks and marks in the memory are erased. If necessary save the data to a memory card. For further details see the paragraph “6.1.2 Saving data to a memory card.”

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the **Cursor pad** to select MEMORY (TRACK & MARK).

3. Press the EDIT soft key to display the track memory window.



Track memory window

4. Use the **Cursor pad** to select digit and use the ENTER knob to enter value.
5. Push the ENTER soft key or the **ENTER** knob. You are asked if you are sure to change the track memory capacity.
6. Push the **ENTER** knob.
7. Press the **MENU** key to close the menu.

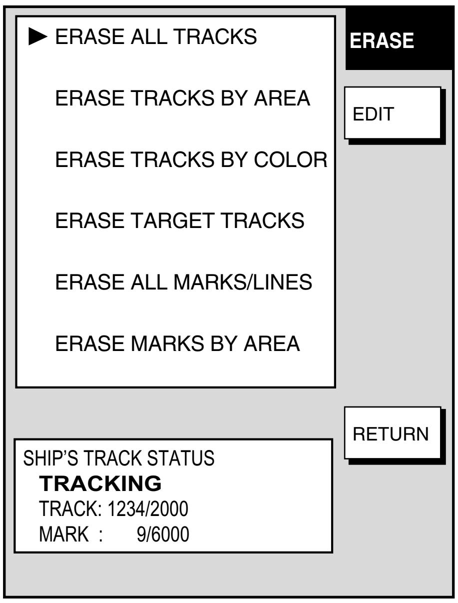
3.6.6 Erasing track

This paragraph shows you how to erase own ship's track and target tracks. You can erase ship's track three ways: collectively, by color and by area.

Erasing own ship track by area

You can erase own ship's track by area as below. This feature is not available when the overlay mode is in use.

1. Press the **MENU** key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.



Erase menu

2. Use the **Cursor pad** to select ERASE TRACKS BY AREA, then press the EDIT soft key. The menu is erased and the plotter display appears.
3. Use the **Cursor pad** to place the cursor at the top left-hand corner of the area which you want to ease track from.
4. Press the START soft key or the **ENTER** knob.

5. Move the cursor to the bottom right-hand corner of the area which you want to ease track from.
6. Press the END soft key or the **ENTER** knob. You are asked if you are sure to delete the track.
7. Push the **ENTER** knob to delete the track selected.
8. Press the **MENU** key twice to close the menu.

Erasing own ship track by color

You may erase own ship's track by color as follows:

1. Press the **MENU** key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the **Cursor pad** to select ERASE TRACKS BY COLOR, then press the EDIT soft key.

ERASE TRK BY COLOR
▲
⊙ RED
○ YELLOW
○ GREEN
○ LIGHT BLUE
○ PURPLE
○ BLUE
○ WHITE
▼

Erase track by color window

3. Use the **Cursor pad** to select the color you want to erase, then push the **ENTER** knob.
4. Push the **ENTER** knob to erase the track color selected.

Press the **MENU** key twice to close the menu.

Erasing all own ship track

1. Press the **MENU** key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the **Cursor pad** to select ERASE ALL TRACKS, then press the EDIT soft key.
3. Push the **ENTER** knob to erase all own ship track.

Press the **MENU** key twice to close the menu.

Erasing all target tracks

1. Press the **MENU** key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the **Cursor pad** to select ERASE TARGET TRACKS, then press the EDIT soft key.
3. Push the **ENTER** knob to erase all target tracks.
4. Press the **MENU** key twice to close the menu.

3.7 Marks, Lines

Marks are useful for denoting important points such as a good fishing spot. Marks can be inscribed in seven shapes and seven colors: Red, yellow, green, light-blue, purple, blue and white.



3.7.1 Entering a mark, line

1. Place the cursor where you want a mark to appear.
2. Press the **SHOW/HIDE** key (if necessary) followed by the MARK ENTRY soft key.

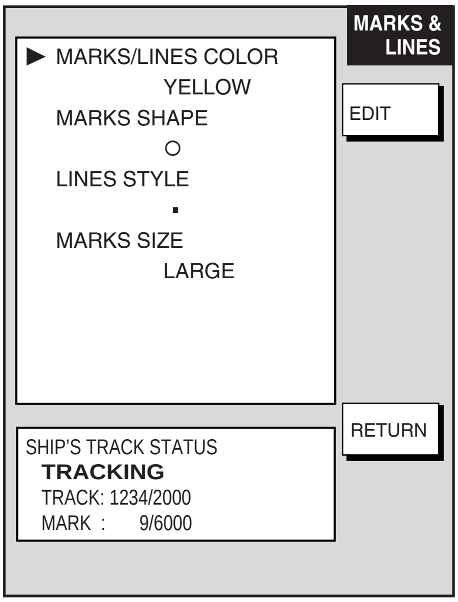
The mark is inscribed in the size, color and shape selected on the mark & line menu. The default mark attributes are size, large; color, yellow, and shape, hollow circle (○).

Note: This function can be changed to entering the quick point. For detail, see page 7-10.

3.7.2 Changing mark attributes

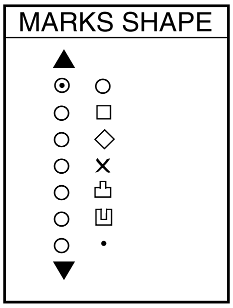
You can select the shape, size and color for marks on the MARKS & LINES menu.

1. Press the **MENU** key to show the menu.
2. Press the CHART SETUP, TRACKS & MARKS CONTROL and MARK SETUP soft keys to show the MARKS & LINES menu.



Marks & lines menu

3. Select MARKS/LINES COLOR, then press the EDIT soft key.
4. Use the **Cursor pad** to choose color desired (default setting: yellow).
5. Press the ENTER soft key.
6. Select MARKS SHAPE, then press the EDIT soft key.



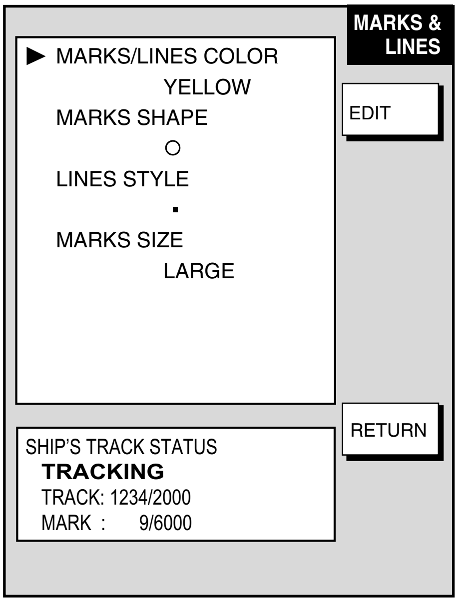
Marks shape window

7. Use the **Cursor pad** to select mark shape desired, then press the ENTER soft key.
8. Select MARKS SIZE, then press the EDIT soft key.
9. Use the **Cursor pad** to select LARGE (default setting) or SMALL as appropriate.
10. Press the ENTER soft key.
11. Press the **MENU** key twice to close the menu.

3.7.3 Selecting line type

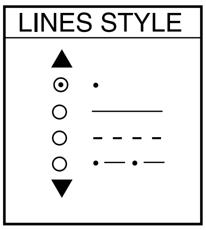
You may inscribe lines to denote good fishing spots, areas of special interest, etc. You can even construct simple charts.

1. Press the **MENU** key followed by the CHART SETUP, TRACKS & MARKS CONTROL and MARK SETUP soft keys to show the MARKS & LINES menu.



Marks & lines menu

2. Select LINES STYLE, then press the EDIT soft key.



Lines style window

3. Use the **Cursor pad** to select line style desired, then press the ENTER soft key. The line style “dot” disables line drawing. Edge of lines is determined by mark shape. For example, selecting the circle shape will join lines with a circle.
4. Press the **MENU** key twice to close the menu.

3.7.4 Erasing marks, lines

Erasing an individual mark

1. Operate the **Cursor pad** to place the cursor on the mark you want to erase.
2. Press the **CLEAR** key to erase the mark.

Erasing an individual line

Place the cursor on an end of the line to erase, then press the **CLEAR** key. Placing the cursor at the intersecting point of two line segments will erase both line segments.

Erasing marks, lines by area

This feature is not available when the overlay mode is in use.

1. Press the **MENU** key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the **Cursor pad** to select ERASE MARKS BY AREA, then press the EDIT soft key. The menu is erased and the plotter display appears.
3. Use the **Cursor pad** to place the cursor at the top left-hand corner of the area which you want to erase marks and lines from.
4. Press the START soft key or the **ENTER** knob.
5. Move the cursor to the bottom right-hand corner of the area which you want to erase marks and lines from.
6. Press the END soft key or the **ENTER** knob. You are asked if you are sure to delete the marks/lines selected. Press the **ENTER** knob to delete.
7. Press the **MENU** key twice to close the menu.

Erasing all marks, lines

You can erase all marks and lines collectively. Be absolutely sure you want to erase all marks and lines - erased marks and lines cannot be restored.

1. Press the **MENU** key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the **Cursor pad** to select ERASE ALL MARKS/LINES, then press the EDIT soft key.
3. Push the **ENTER** knob to erase all marks and lines.
4. Press the **MENU** key twice to close the menu.

3.8 Waypoints

In navigation terminology, a waypoint is a particular location on a voyage whether it be a starting, intermediate or destination point. A waypoint is the simplest piece of information your equipment requires to get you to a destination, in the shortest distance possible.

This unit has 999 waypoints into which you can enter position information. You may enter a waypoint five ways: at own ship position, at MOB position (see page 1-13 for details), by cursor, by range and bearing, and through the waypoint list (manual input of latitude and longitude).

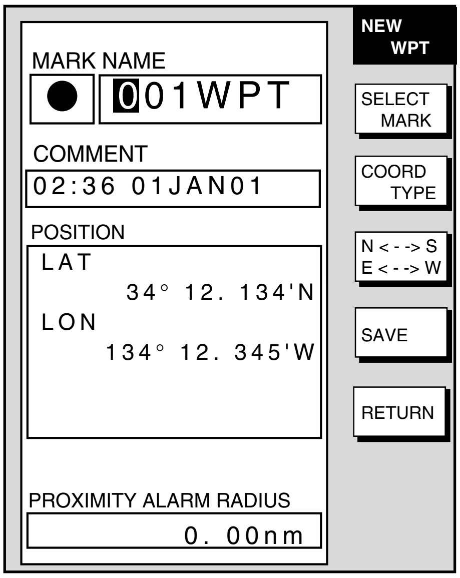
3.8.1 Entering waypoints

Entering a waypoint at own ship position

Press the **SAVE/MOB** key momentarily to store your position as a waypoint. This new waypoint is saved to the waypoint list, under the youngest empty waypoint number.

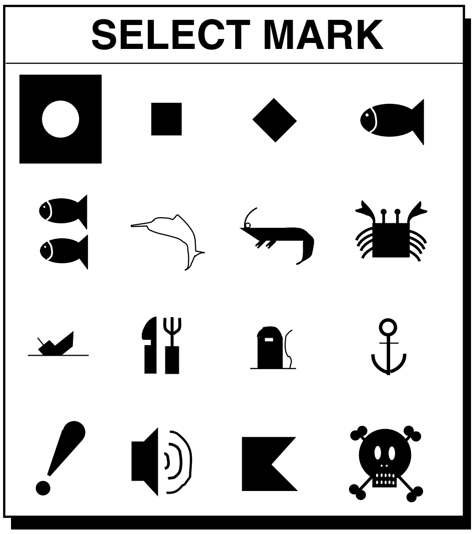
Entering a waypoint with the cursor

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES, WAYPOINTS and WAYPOINT BY CURSOR soft keys. The plotter display appears.
3. Operate the **Cursor pad** to place the cursor where you want to enter a waypoint.
4. Press the NEW WPT soft key. The waypoint window appears and it shows waypoint mark shape, waypoint name, comment (default: time and date), position of waypoint and proximity alarm radius.



Waypoint window

5. **If you do not need to change the waypoint data,** press the SAVE soft key to register the waypoint. The steps which follow show you how to change waypoint data.
6. Press the SELECT MARK soft key.
7. Press the MARK SHAPE soft key to open the mark shape selection window.



Waypoint mark shape selection window

8. Operate the **Cursor pad** to select shape desired.
9. Press the ENTER soft key.
10. Press the SELECT MARK and MARK COLOR soft keys in that order to open the waypoint mark color selection window. Select the color desired, then press the ENTER soft key.

SELECT COLOR

▲
⊙ RED
○ YELLOW
○ GREEN
○ LIGHT BLUE
○ PURPLE
○ BLUE
○ WHITE
▼

Waypoint mark color selection window

Note: You cannot change the shape and color of a waypoint when the proximity alarm radius for it is other than "zero." To change shape or color, enter all zeroes as the proximity alarm radius.

11. You can change the name (6 characters), comment (13 characters), L/L position and the proximity alarm radius for a waypoint as follows:

Use the Cursor pad to select the NAME, COMMENT, position box or PROXIMITY ALARM RADIUS field. ("Proximity alarm radius" provides for audio and visual alarms when your boat nears a waypoint by the distance specified. The proximity alarm must be turned on in the ALARM menu to use this feature. For details see the paragraph 3.11.6.)

Use the Cursor pad to select location.

Enter appropriate alphanumeric character with the **ENTER** knob.

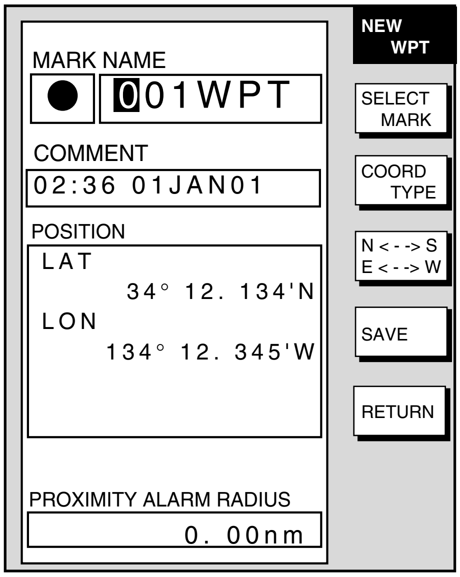
12. Press the SAVE soft key to register the waypoint.
13. Enter another waypoint, or press the **MENU** key to close the menu.

Entering a waypoint by range and bearing

This method is useful when you want to enter a waypoint using range and bearing to a target found on a radar.

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES, WAYPOINTS and WAYPOINT BY RNG & BRG soft keys.
3. A red “X” appears at own ship position, and it is the origin point for range and bearing. Operate the **Cursor pad** to place the cursor on the location desired. Range and bearing from own ship to the cursor appear at the top of the display.

   Note: The origin point of range and bearing can be shifted to the location desired. Operate the **Cursor pad** to select location, then press the START POINT soft key.
4. Press the NEW WPT soft key. The waypoint window appears and it shows mark shape, waypoint name, comment (default: date and time), position of waypoint and proximity alarm radius.



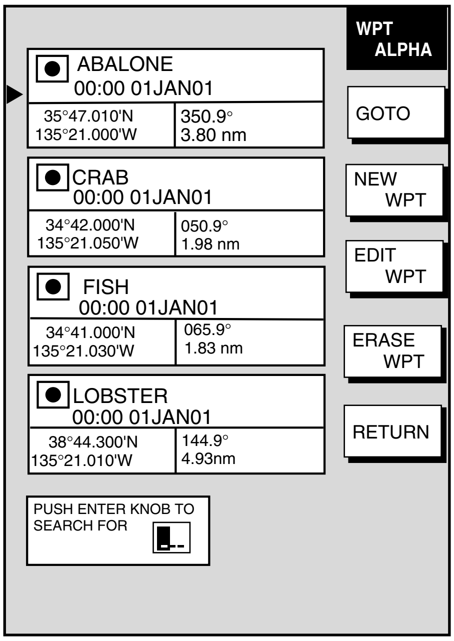
Waypoint window

5. If necessary, change waypoint data following the instructions from step 6 through 11 in “Entering a waypoint with the cursor” on page 3-28.
6. Press the SAVE soft key to register the waypoint.
7. Enter another waypoint as above, or press the **MENU** key to finish.

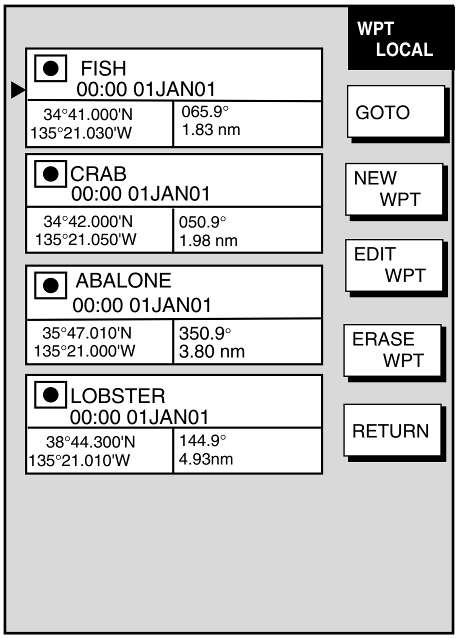
Entering a waypoint from the waypoint list

You can manually enter waypoint position from the waypoint list as follows:

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES and WAYPOINTS soft keys.
3. Press the LOCAL LIST (lists waypoints in order from nearest to furthest, maximum 32 points) or ALPHANUMERIC LIST (lists waypoints in ALPHANUMERIC order) soft key.



Alphanumeric waypoint list



Local waypoint list

Alphanumeric and local waypoint lists

4. Press the NEW WPT soft key to show the waypoint window (see the figure on the previous page). Own ship position is shown in the position box.
5. Select the position box and enter position desired.
6. If desired, change waypoint data following the instructions from step 6 in “Entering a waypoint with the cursor” on page 3-28.
7. Press the SAVE soft key to register the waypoint.
8. Press the **MENU** key to close the menu.

3.8.2 Editing waypoint data

Waypoint data may be edited from the waypoint list or directly from the plotter display.

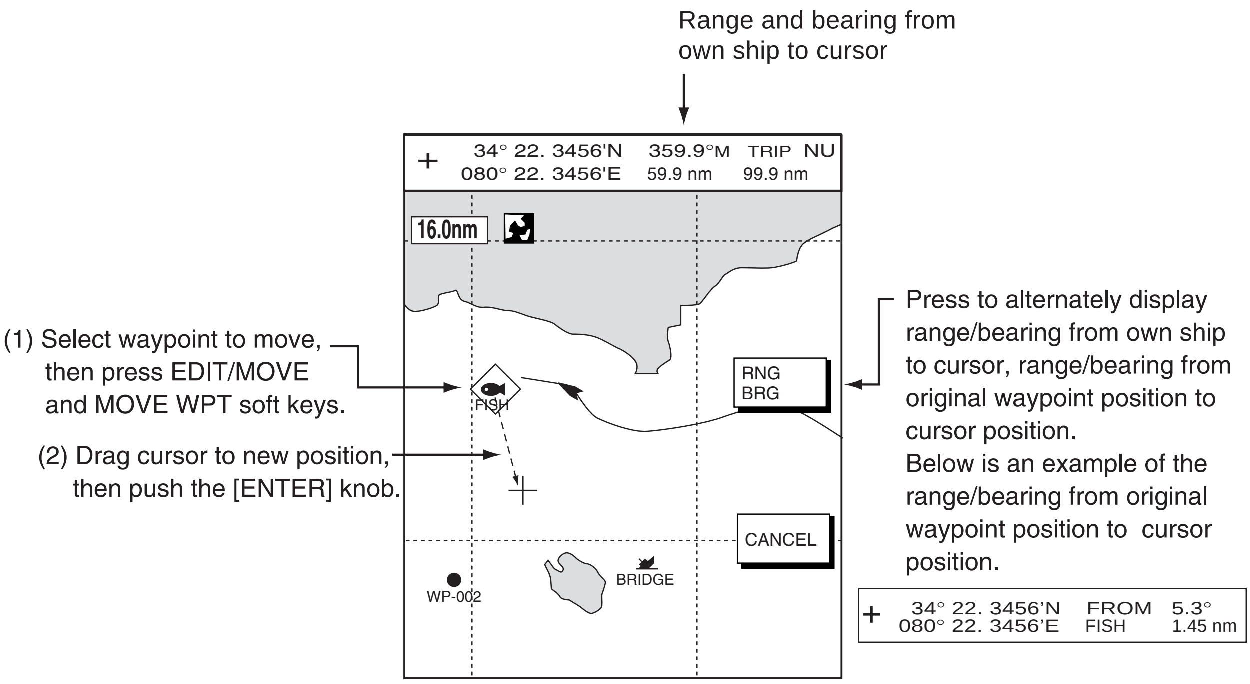
Editing waypoint data from the waypoint list

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES and WAYPOINTS soft keys.
3. Press the LOCAL LIST or ALPHANUMERIC LIST soft key as appropriate.
4. Use the **Cursor pad** to select the waypoint you want to edit.
5. Press the EDIT WPT soft key.
6. Edit data as appropriate.
7. Press the SAVE soft key.
8. Press the **MENU** key to close the menu.

Editing a waypoint from the plotter display

You may edit waypoints from the plotter display as follows:

1. Press the **MENU** key followed by the WAYPOINTS/ROUTES and WAYPOINTS soft key to open the waypoint menu.
2. Press the WAYPOINT BY CURSOR soft key.
3. Operate the **Cursor pad** to place the cursor on the waypoint which you want to change. A flashing diamond mark appears on the waypoint when it is correctly selected.
4. Press the EDIT/MOVE soft key. Three soft keys replace the EDIT/MOVE soft key:
   EDIT WPT: Edit from the waypoint entry window.
   MOVE WPT: Move waypoint to new position with the cursor.
   ERASE WPT: Erase waypoint. See paragraph 3.8.3.
5. Press the appropriate soft key. For the "EDIT WPT," the waypoint entry window appears; edit data as appropriate. For "MOVE WPT," do the following:
   a) Operate the **Cursor pad** to place the cursor on the location desired for the waypoint. A line connects previous position and new position.
   b) Push the **ENTER** knob. The waypoint moves to the cursor position and its position is changed on the waypoint list. If the waypoint is set as destination or is part of a route, you are asked if you are sure to move the waypoint. In this case, push the **ENTER** knob to move the waypoint, or press the **CLEAR** key to cancel.
6. Press the **MENU** key to finish.



Plotter display

3.8.3 Erasing waypoints

Erasing a waypoint directly from the plotter display

1. Operate the **Cursor pad** to place the cursor on the waypoint you want to erase. A flashing diamond mark appears over the waypoint when the waypoint is correctly selected.
2. Press the **CLEAR** key. You are asked if you are sure to erase the waypoint.
3. Push the **ENTER** knob. The waypoint is erased from the plotter screen and the waypoint list.

Erasing a waypoint from the menu

1. Press the **MENU** key followed by the WAYPOINTS/ROUTES and WAYPOINTS soft key to open the waypoint menu.
2. Press the WAYPOINT BY CURSOR soft key.
3. Operate the **Cursor pad** to place the cursor on the waypoint which you want to erase. A flashing diamond mark appears on the waypoint when it is correctly selected.
4. Press the EDIT/MOVE soft key followed by the ERASE WPT soft key. You are asked if you are sure to erase the waypoint.
5. Push the **ENTER** knob to erase the waypoint.
6. Press the **MENU** key to close the menu. The waypoint is erased from the plotter screen and the waypoint list.

Erasing a waypoint from the waypoint list

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES and WAYPOINTS soft keys.
3. Press the LOCAL LIST or ALPHANUMERIC LIST soft key.
4. Use the **Cursor pad** to select the waypoint you want to erase.
5. Press the ERASE WPT soft key. You are asked if you are sure to erase the waypoint.
6. Push the **ENTER** knob. The waypoint is erased from both the waypoint list and the plotter screen (if it is currently displayed).
7. Press the **MENU** key to close the menu.

3.8.4 Changing waypoint mark size (Navionics GOLD)

You may change the size of all waypoint marks to small or large (default), or you may turn them off.

1. Press the **MENU** key to open the menu.
2. Press the CHART SETUP and CHART CONFIGURATION soft keys.

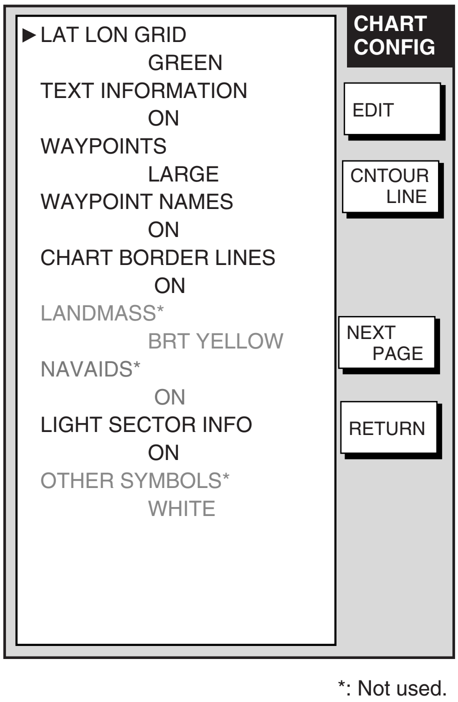


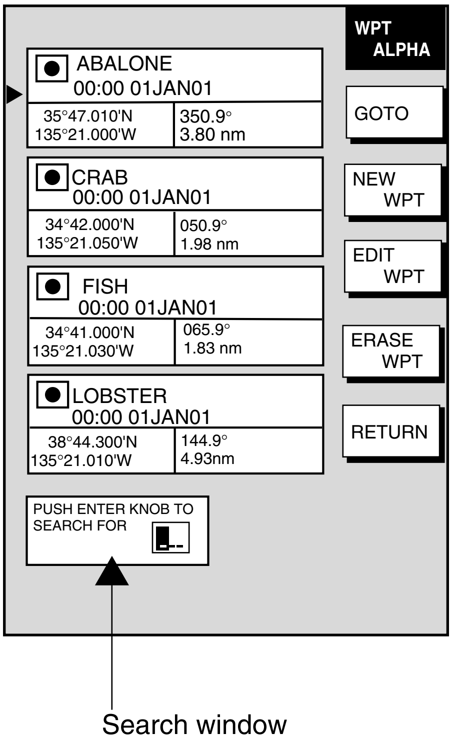
Chart details menu

3. Use the **Cursor pad** to select WAYPOINTS.
4. Press the EDIT soft key.
5. Use the **Cursor pad** to select LARGE, SMALL or OFF.
   LARGE: Shows mark in actual shape.
   SMALL: Displays all waypoints with an “X” regardless of mark shape selected.
   OFF: Turns off all waypoints and their names. Waypoints currently used in navigation are shown regardless of this setting.
6. Press the ENTER soft key.
7. Press the **MENU** key to close the menu.

3.8.5 Searching waypoints

You can search for a waypoint through the alphanumeric waypoint list as follows:

1. Press the **MENU** key.
2. Press the WAYPOINTS/ROUTES, WAYPOINTS and ALPHANUMERIC LIST soft keys to show the alphanumeric list.



Alphanumeric list

3. Use the **Cursor pad** and the ENTER knob to enter up to three alphanumeric characters in the search window. Then, the waypoint searched appears at the top of the screen.
4. Press the **MENU** key to close the menu.

3.9 Routes

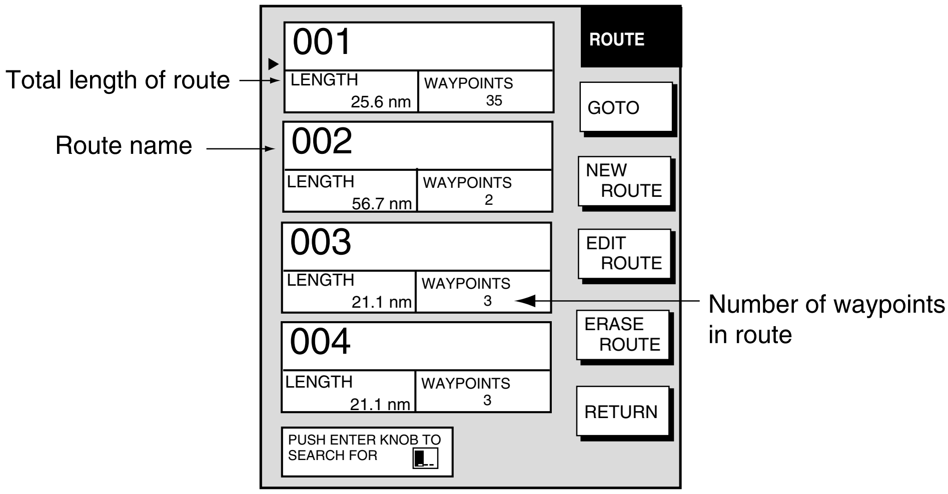
Often a trip from one place to another involves several course changes, requiring a series of route points (waypoints) which you navigate to, one after another. The sequence of waypoints leading to the ultimate destination is called a route. Your unit can automatically advance to the next waypoint on a route, so you do not have to change the destination waypoint repeatedly.
You can store up to 200 routes, and a route may have 35 waypoints.

3.9.1 Creating routes

Entering a route with existing waypoints

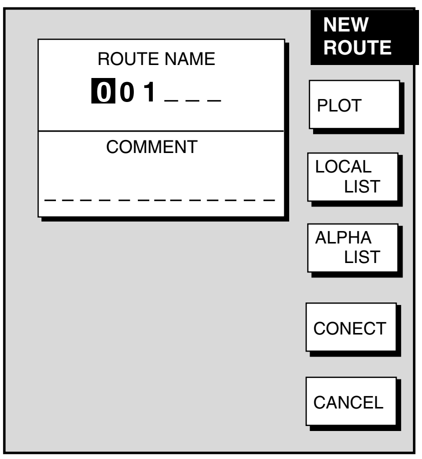
This method constructs routes by using existing waypoints.

1. Press the **MENU** key.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key to open the ROUTE menu. (No data will be shown if there are no routes entered.)



Route menu

4. Press the NEW ROUTE soft key to open the new route entry screen.



New route entry screen

5. If desired you can change the route name shown and/or add a comment. A route name may consist of six characters; comment, 13 characters.
6. Press the LOCAL LIST or ALPHA LIST soft key to open the waypoint list.
7. Use the **Cursor pad** to select a waypoint, then press the ADD WPT soft key to add it to the route.
8. Repeat step 7 to complete the route.

   Note: To clear last-entered waypoint, press the ERASE LST WP soft key. Each press of this key deletes the last waypoint entered.
9. Press the SAVE soft key to register the route.
10. Press the **MENU** key to close the menu.

Entering a route with the cursor

This method allows you to construct a route directly from the plotter display, using existing waypoints or new positions. Any new position will be saved as a waypoint, under the youngest empty waypoint number.

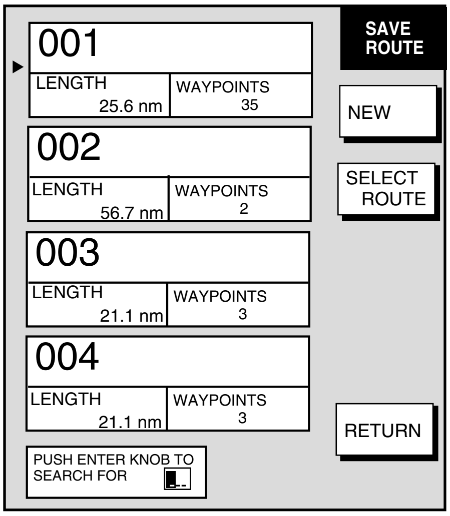
1. Follow steps 1-5 in "Entering a route from the route list" on the previous page.
2. Press the PLOT soft key to show the plotter display.
3. Operate the **Cursor pad** to place the cursor on an existing waypoint (ADD WP soft key appears) or new location (ADD NEW WP soft key appears).
4. Press the ADD WP soft key (or ADD NEW WP soft key).
5. Repeat steps 3 and 4 to complete the route.
6. Push the **ENTER** knob to register the route.

Creating voyage-based routes

You can create routes based on your ship's track. The route can be created automatically by time or distance, or manually. This feature is useful when you wish to retrace previous track.

The "SAVE" icon (SAVE) appears at the top of the screen when a voyage-based route is being created.

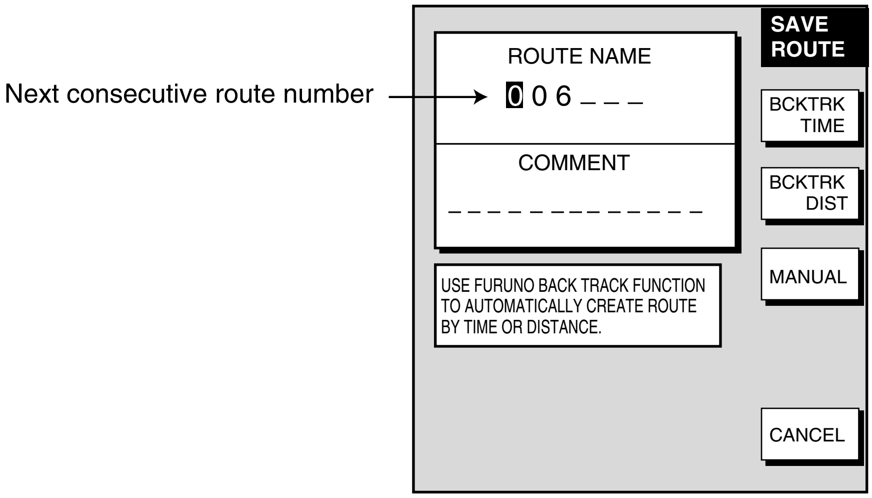
1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the CREATE VOYAGE-BASED ROUTE soft key.



Save route menu

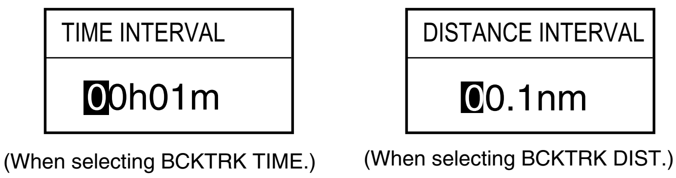
4. Press the NEW soft key to show the new route window.

   Note: If you want to tack voyage-based points onto the end of an existing route, select the route with the **Cursor pad**, then press the SELECT ROUTE soft key instead of the NEW soft key. Then, go to step 6.



Save route window

5. If required, you may change the route name and enter a comment.
6. Choose how to record points for your route, by time, by range or manual entry, by pressing BCKTRK TIME, BCKTRK RANGE or MANUAL soft key as appropriate. For manual entry, go to step 8. For BCKTRK TIME, BCKTRK DIST one of the following displays appears.



Displays for entry of time, distance interval

7. Enter interval desired with the **Cursor pad** and the ENTER knob. Press the START LOG and RETURN soft keys followed by the **MENU** key to close the menu. At this moment, a voyage-based route will be created.
8. For manual entry of waypoints, do the following:
   a) Press the **SAVE/MOB** key momentarily to enter a waypoint mark at own ship position. A new waypoint is created under the youngest empty waypoint number and added to the route. (At this time you may close the SAVE ROUTE screen by pressing the RETURN soft key followed by the **MENU** key.)
   b) Repeat step a) as necessary. 35 waypoints may be entered.

To stop recording waypoints and save the route

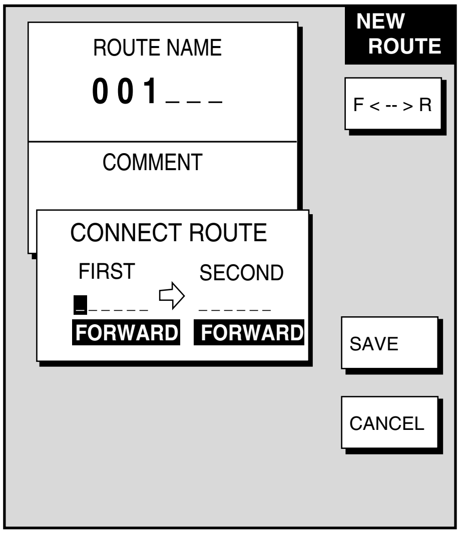
You can stop recording waypoints and save the route as shown in the procedure below. When 35 waypoints have been entered the message “Total 35 WPTS have been already registered in the route. Stop creating voyage-based route.” is displayed. In this case, automatically creating voyage-based route stops.

1. Press the **MENU** key followed by the WAYPOINTS/ROUTES and CREATE VOYAGE-BASED ROUTE soft keys.
2. Press the FINISH LOG soft key to stop recording waypoints and save the route.
3. Press the **MENU** key to close the menu.

3.9.2 Connecting routes

Two routes which you have created can be connected as follows to form a new route.

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Press the NEW ROUTE soft key.
5. If desired enter route name and comment.
6. Press the CONECT soft key.
7. Use the **Cursor pad** and the ENTER knob to enter the route name for the first route, beneath FIRST in the connect route window.



Connect route window

8. Press the F<– –>R soft key to select direction to follow the waypoints of the route, forward or reverse.
9. Enter the route name of the second route as you did for the first route.
10. Press the SAVE soft key.
11. Press the **MENU** key to close the menu.

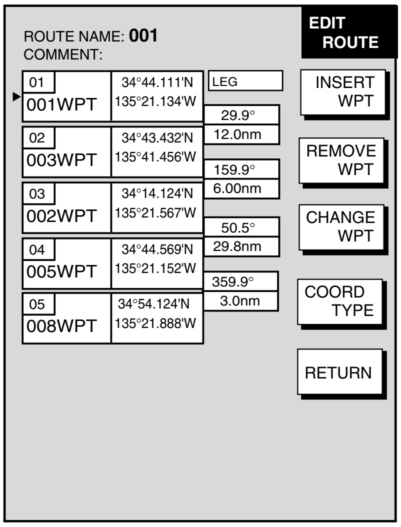
Note: The maximum number of waypoints in a route is 35. If this number is exceeded an error message appears. In this case, delete waypoints in one or both routes so the total number of waypoints does not exceed 35.

3.9.3 Inserting waypoints

Waypoints can be inserted in a route as follows:

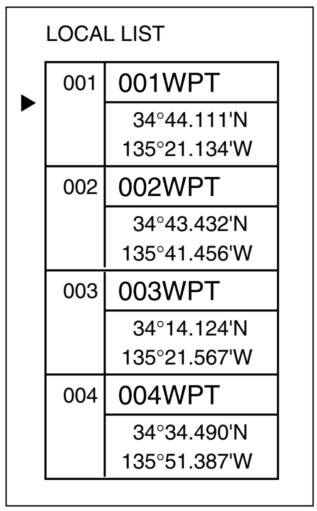
Inserting a waypoint from the route list

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Use the **Cursor pad** to select a route.
5. Press the EDIT ROUTE soft key. The route name screen appears.
6. Press the LOCAL LIST soft key.



Edit route menu

7. Use the **Cursor pad** to place the cursor at the location where you want to insert a waypoint.
8. Press the INSERT WPT or CHANGE WPT soft key as appropriate. The local waypoint list appears.
9. Use the **Cursor pad** to select the waypoint you want to insert. (You can switch between the local list and alphanumeric list by using the LOCAL LIST and ALPHA LIST soft keys.)
10. Press the SELECT WPT or CHANGE WPT soft key, whichever is displayed.
11. Press the **MENU** key to close the menu.



Waypoint list for editing a route (local list)

<u>**Inserting a waypoint from the plotter display**</u>

Inserting a waypoint before first waypoint or after last waypoint in a route

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Use the **Cursor pad** to select a route.
5. Press the EDIT ROUTE soft key.
6. Press the PLOT soft key to show the plotter screen.
7. Operate the **Cursor pad** to place the cursor on the first (or last) waypoint of the route. A flashing diamond appears over the waypoint when it is correctly selected.
8. Press the ADD TO START soft key or the ADD TO END soft key depending on the waypoint you selected at step 7.
9. Operate the **Cursor pad** to place the cursor on an existing waypoint (ADD WPT soft key appears) or new location (ADD NEW WP soft key appears).
10. Press the ADD WPT soft key (ADD NEW WP soft key).
11. Press the **MENU** key to close the menu.

Inserting a waypoint in an intermediate location on a route

1. Follow steps 1 through 6 in “Inserting a waypoint before the first or last waypoint in a route.”
2. Operate the **Cursor pad** to place the cursor on a line connecting waypoints. The SPLIT LEG soft key appears and the line flashes when it is correctly selected.
3. Press the SPLIT LEG soft key.
4. Move the cursor to a new location or select an existing waypoint, in which case the INSERT WPT soft key replaces the INSERT NEW WP soft key.
5. Press the INSERT WPT soft key (INSERT NEW WP soft key).
6. Press the **MENU** key to close the menu.

3.9.4 Removing waypoints from a route

<u>**Removing a waypoint from the route list**</u>

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Select a route.
5. Press the EDIT ROUTE and LOCAL LIST soft keys.
6. Select the waypoint you want to remove.
7. Press the REMOVE WPT soft key.
8. Press the **MENU** key to close the menu.

<u>**Removing a waypoint from the plotter display**</u>

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Select a route.
5. Press the EDIT ROUTE soft key.
6. Press the PLOT soft key to show the plot screen.

7. Operate the **Cursor pad** to place the cursor on the waypoint you want to remove from the route.
8. Press the REMOVE WPT soft key. The route is redrawn, eliminating the waypoint removed.
9. Press the **MENU** key to close the menu.

3.9.5 Erasing routes

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Use the **Cursor pad** to select a route.
5. Press the ERASE ROUTE soft key. You are asked if you are sure to erase the route.
6. Push the **ENTER** knob to erase the route, or the **CLEAR** key to escape.
7. Press the **MENU** key to close the menu.

3.10 Navigation

This section shows you how to get to a desired destination by “quick points,” waypoints, port services and routes.

Note: Reciprocal setting and canceling of destination is available by outputting the data sentence ZDA from the NavNet unit connected to the navigator.

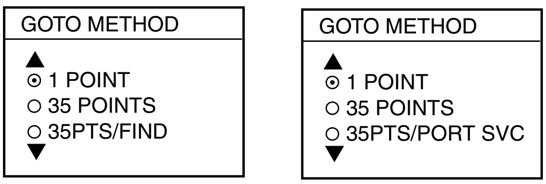
3.10.1 Navigating to a “quick point”

The “quick point” feature allows you to navigate to point(s) without retaining the data indefinitely in your unit’s memory.

Selecting quick point entry method

You need to tell your unit how to set the quick point: 1 POINT, 35 POINTS (up to 35 points) or 35PTS/FIND. (For how to navigate to points/port services see “3.10.3 Navigating to ports, port services” on page 3-43.)

1. Press the **MENU** key.
2. Press the PLOTTER SETUP soft key.
   For C-MAP, press the PLOTTER SETUP, PROTTER SETTINGS soft keys in that order.
3. Use the **Cursor pad** to select SET GOTO METHOD, then press the EDIT soft key.



C-MAP NavChart

Go to method window

4. Use the **Cursor pad** to select a method.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

Navigating to a single quick point

1. Place the cursor on an existing waypoint (GOTO WPT soft key appears) or a new location (GOTO CURSOR soft key appears).
2. Select “1 POINT” following the procedure in the above paragraph.
3. Depending on the selection you made at step 1, press the GOTO CURSOR or GOTO WPT soft key.

A solid blue line with arrows connects between own ship and destination, which is marked as “<QP01>” for cursor-selected location or waypoint name in case of waypoint. This line shows the shortest course to the destination. Arrows on the line show the direction to follow to get to the quick point. Range and bearing from own ship to the destination appear at the top of screen. The quick point location is saved to the waypoint list as waypoint “QP01.”

Navigating to multiple quick points

1. Select “35 POINTS” following the procedure in “Selecting quick point entry method” on the previous page.
2. Press the GOTO soft key.
3. Place the cursor on an existing waypoint (SELECT WPT soft key appears) or a new location (ADD QP soft key appears).
4. Depending on the action taken at step 3, press the SELECT WPT or ADD QP soft key. “QP<01>” appears at the cursor location if a quick point is selected. To erase last-entered quick point (waypoint), press the ERASE LST QP (ERASE LST WP) soft key.
5. Repeat steps 3 and 4 to complete the route.
6. Push the **ENTER** knob to finish.

A solid light-blue line with arrows connects between own ship and the first point and all other points are connected with a green dashed line with arrows. Arrows on the line show the direction to follow to get to your destination. Quick points are numbered in sequential order from QP<01> and are saved to the waypoint list. Range and bearing from own ship to the first destination appear at the top of screen. The quick points are saved as a route, under the name “Q>RTE” (Quick Route).

3.10.2 Navigating to waypoints

Selecting a waypoint from the plotter display

1. Operate the **Cursor pad** to select a waypoint.
2. Press the GOTO WPT soft key.

Note: GOTO method should be selected to “1 POINT” on the PLOTTER SETUP menu.

Selecting a waypoint from the waypoint list

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the WAYPOINTS soft key to open the waypoint menu.
4. Press the LOCAL LIST or ALPHANUMERIC LIST soft key as desired.
5. Use the **Cursor pad** to select a waypoint.

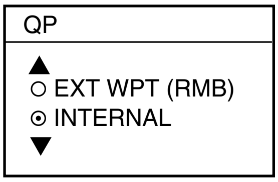
6. Press the GOTO soft key, and the plotter display appears.

For either of the above methods, a solid light-blue line with arrows runs between waypoint selected and own ship's position. Arrows on the line show the direction to follow to get to the waypoint. Waypoint data appears at the top of screen.

Selecting an external waypoint

You can select a waypoint (or route) entered at an external plotter connected with NMEA cable. This function requires RMB sentence.

1. Press the **MENU** key, PLOTTER SETUP soft key to show the PLOTTER SETUP menu.
2. Use the **Cursor pad** to select QP.
3. Press the ENTER soft key or **ENTER** knob to show the QP window.



QP window

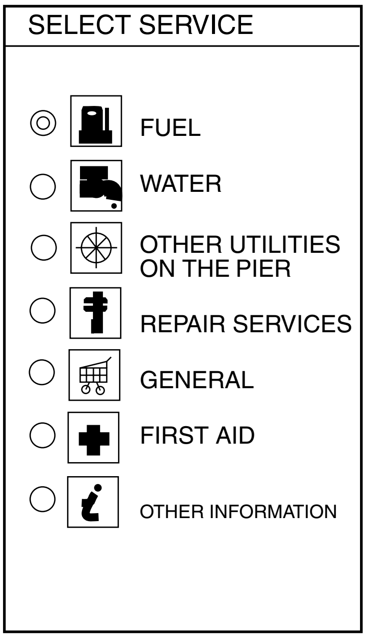
4. Select EXT WPT (RMB).
5. On a connected external plotter, set a waypoint (or route) as the destination.

Selected waypoint (route) appears on the NavNet plotter screen. (on radar screen, a lollipop appears to show the waypoint.)

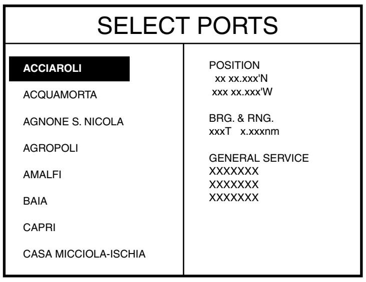
3.10.3 Navigating to ports, port services

The port service list shows services available at ports or harbors. (See page 3-12 and 17.) You can use the list to set your destination as follows:

1. Select "35 PTS/PORT SVC" following the procedure in "Selecting quick point entry method" on page 3-41.
   This procedure is necessary for NEAR SERVICE function.
2. Place the cursor on the location desired, then press the **ENTER** knob to show the OBJECT INFORMATION window.
3. Press the FIND soft key to show the FIND window.
4. Operate the Cursor pad to choose PORT LIST or PORT SERVICE, and then press the **ENTER** knob or ENTER soft key to show the list.
5. Operate the Cursor pad to choose the port (service), and then press the **ENTER** knob and GOTO PORT soft key in order.



Port services (NavChart™)



Port list (NavChart™, Italy)

Port services and sample port list (Ex. NavChart)

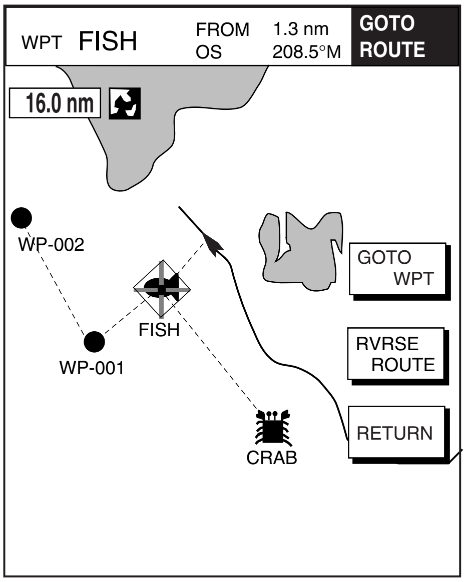
6. **(NavChart)** If you selected PORT (Navionics only) at step 4, use the **Cursor pad** to select a port, then press the GOTO soft key. Make a route using the soft keys, then push the **ENTER** knob. (If you want to go directly to that port, simply press the ADD QP soft key followed by the **ENTER** knob.)
   (C-MAP) If you selected PORT LIST at step 4, use the **Cursor pad** to select a port, and then press the **ENTER** knob or ENTER soft key. Press the CANCEL soft key several times to close windows, and then do the follows.
   a) Operate the **Cursor pad** to select the sailboat icon at the center of the screen.
   b) Press the GO TO soft key.
   c) Press QUICK ROUTE soft key.
   d) Press the SELECT WPT soft key.
   e) Press the **ENTER** knob.

   If you selected SERVICE at step 4, select service mark desired with the **Cursor pad** and then push the ENTER soft key or the **ENTER** knob. Then, the display shows the locations of those services nearest you. Use the **Cursor pad** to place the "hand cursor" on the port service icon desired, then press the ENTER soft key. Make a route using the soft keys, then push the **ENTER** knob. (If you want to go directly to location selected, simply press the ADD QP soft key followed by pushing the **ENTER** knob.) For C-MAP, press the CANCEL soft key several times to show the plotter display with the port having the selected service at the center of the display. Select the port with cursor, and then set it as destination referring to step a) through e) shown above.

3.10.4 Following a route

Selecting the route to follow

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key to open the route list.
4. Select a route.
5. Press the GOTO soft key to show the plotter display. The cursor is on the waypoint nearest own ship.



Plotter display, route selected as destination

6. Operate the **Cursor pad** to place the cursor on the waypoint or leg in the route from where to start navigating the route.
7. Press the GOTO WPT or FOLLOW LEG soft key, depending on the action taken at step

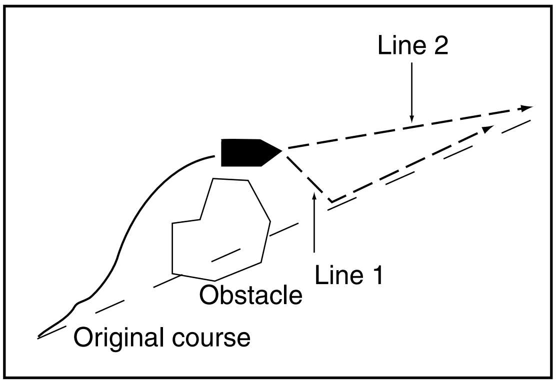
A solid blue line runs between own ship and first waypoint. Green dashed lines connect all other waypoints. The arrows on the lines show the direction to traverse the route.

Navigating waypoints in reverse order

Press the RVRSE ROUTE soft key followed by the **ENTER** knob to navigate waypoints in reverse order. The arrows on the route line point in the direction selected.

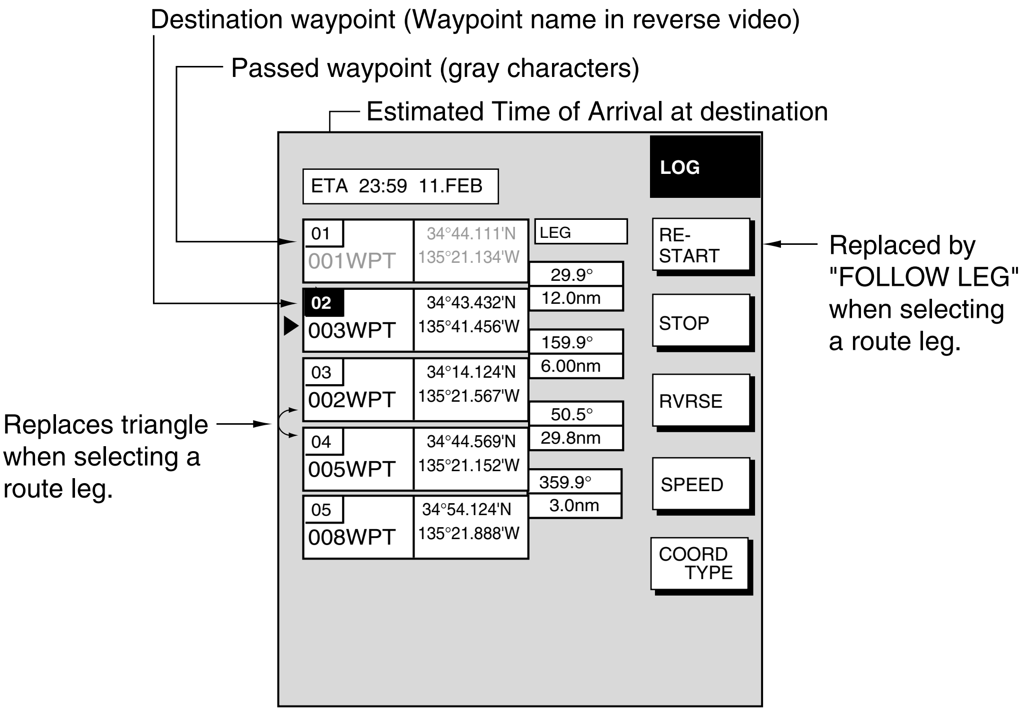
Restarting navigation

When you steer to avoid an obstacle or the vessel drifts, you may go off your intended course, as in Line 1 in the figure below. Also, if you don't need to return to the original course, you can go directly to the next waypoint, as in Line 2 in the figure below. In these cases, use the restart navigation function to restart navigation.



Example of when to restart navigation

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the LOG soft key.



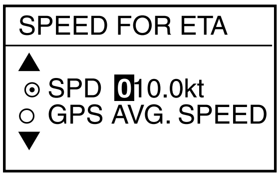
Log display

4. Use the **Cursor pad** to select a waypoint or a route leg. When a route leg is selected the single arrow cursor is replaced by double arrows.
5. Press the RESTART soft key or FOLLOW LEG soft key in case of route leg.
   RESTART: Line2 in the figure above
   FOLLOW LEG: Line 1 in the figure above
6. Press the **MENU** key to close the menu.

Setting speed for ETA calculation

Speed, which may be input manually or automatically, is required to calculate ETA (Estimated Time of Arrival) to a destination.

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the LOG soft key.
4. Press the SPEED soft key.



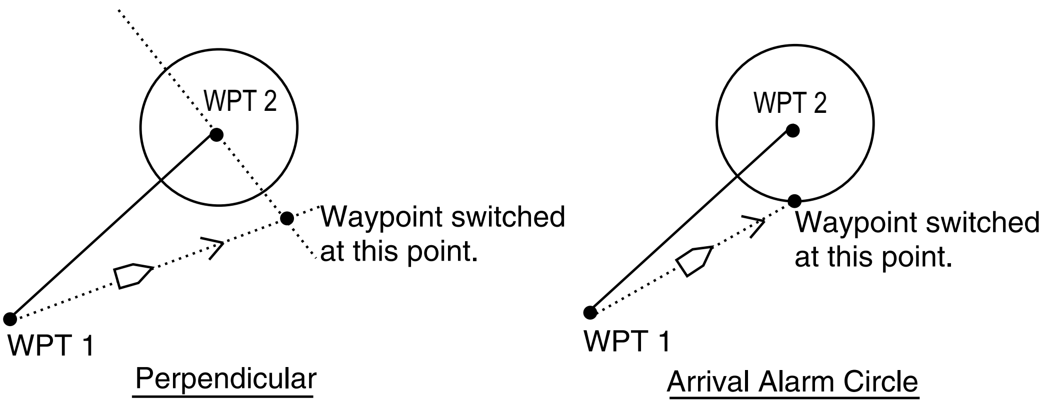
Select speed for ETA window

5. Enter speed manually in the SPD field, or use GPS speed data (if applicable) by selecting GPS AVG. SPEED.
6. Press the ENTER soft key or the **ENTER** knob to register your selection.
7. Press the **MENU** key to close the menu.

Switching waypoints

When you arrive to a waypoint on a route, you can switch to the next waypoint by one of the three methods below.

PERPENDICULAR: Automatically switches the destination waypoint when the boat comes passes an imaginary perpendicular line passing through the center of the destination waypoint or the boat comes within the arrival alarm range.
ARRVL ALM CRCL: Destination waypoint is automatically switched when the boat comes within the arrival alarm range. For how to set the arrival alarm, see the paragraph 3.11.2 Arrival alarm.
MANUAL: The destination waypoint may be manually switched by using the RESTART soft key. This function is operative when "1 POINT" is selected as the GOTO method.



Automatic waypoint switching methods

To select waypoint switching method do the following:

1. Press the **MENU** key.
2. Press the PLOTTER SETUP soft key.
3. Use the **Cursor pad** to select WAYPOINT SWITCHING.
4. Press the EDIT soft key to show the waypoint switching window.
5. Use the **Cursor pad** to select appropriate waypoint switching method; PERPENDICULAR, ARRVL ALM CRCL (default setting), or MANUAL.
6. Press the ENTER soft key.
7. Press the **MENU** key to close the menu.

3.10.5 Canceling route navigation

Through the menu

1. Press the **MENU** key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the LOG soft key.
4. Press the STOP soft key.
5. Push the **ENTER** knob.
6. Press the RELEASE soft key.
7. Push the **ENTER** knob.

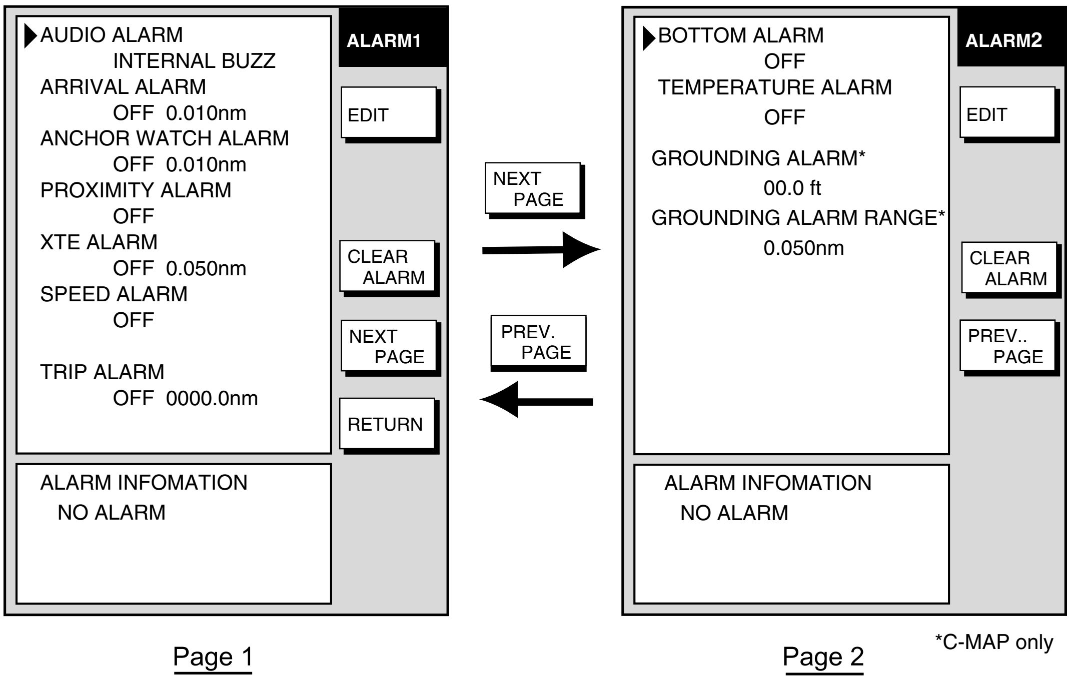
On the plotter display

1. Use the **Cursor pad** to place the cursor on the waypoint selected as destination.
2. Press the **CLEAR** key.
   The message “STOP GOTO?” appears.
3. Push the **ENTER** knob.

3.11 Alarms

The plotter section has eight conditions which generate both audio and visual alarms: arrival alarm, anchor watch alarm, XTE (Cross Track Error) alarm, proximity alarm, speed alarm, trip alarm, water temperature alarm and bottom alarm. (The bottom and water temperature alarms, which require depth and water temperature data, may also be set on the sounder alarm menu. For these alarms see Chapter 4.)

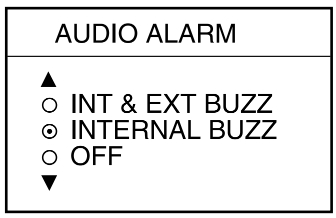
You may set up the plotter alarms on the ALARM menu, which may be displayed by pressing the **ALARM** key.



Plotter alarm menu

3.11.1 Audio alarm on/off

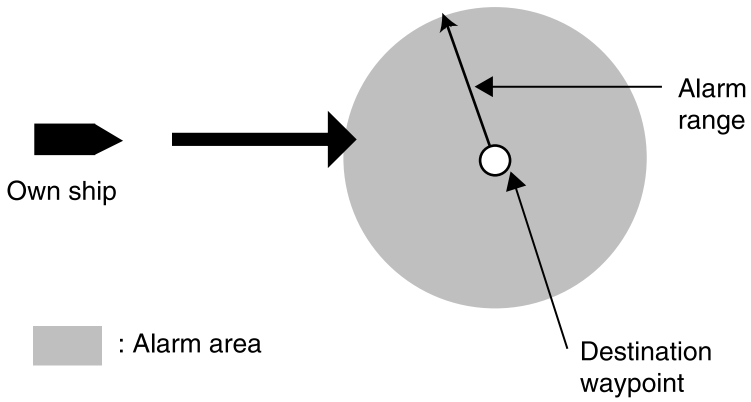
Audio and visual alarms are released whenever an alarm setting is violated. You can enable or disable the audio alarm as follows:



1. Press the **ALARM** key to show the alarm menu.
2. Use the **Cursor pad** to select AUDIO ALARM.
3. Press the EDIT soft key to show the audio alarm window.
4. Use the **Cursor pad** to select INT & EXT BUZZ (Internal + External alarm), INTERNAL BUZZ (Internal alarm) or OFF as appropriate. This turns on or off the audio alarm globally for all alarms, including radar.
5. Press the ENTER soft key.
6. Press the **ALARM** key to finish.

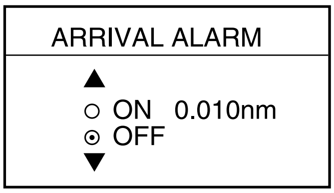
3.11.2 Arrival alarm

The arrival alarm informs you that your boat is approaching a destination waypoint. The area that defines an arrival zone is that of a circle which you approach from the outside of the circle. The alarm will be released if your boat enters the circle. When the arrival alarm is active a red dashed circle marks the arrival alarm area. Note that the arrival alarm and anchor watch alarm can be turned on together.



How the arrival alarm works

1. Press the **ALARM** key to open the alarm menu.
2. Use the **Cursor pad** to select ARRIVAL ALARM.
3. Press the EDIT soft key to show the arrival alarm window.

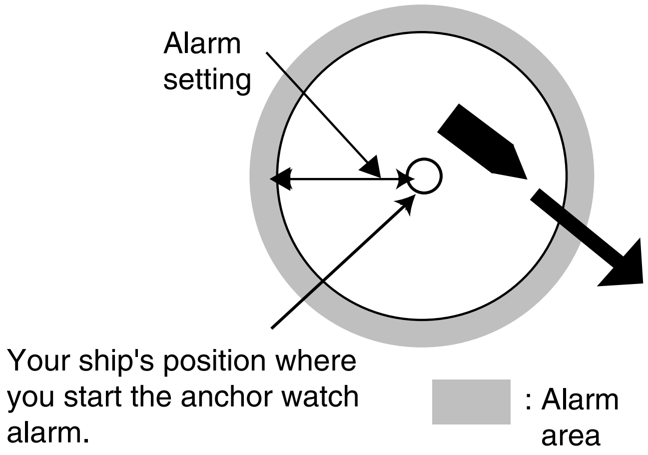


Arrival alarm window

4. Use the **Cursor pad** to select ON.
5. Use the **Cursor pad** and the ENTER knob to enter alarm setting: Operate the **Cursor pad** to select digit; use the ENTER knob to enter value. The available arrival alarm setting is 0.001 to 9.999 miles.
6. Press the ENTER soft key or push the **ENTER** knob to register setting.
7. Press the **ALARM** key to finish.

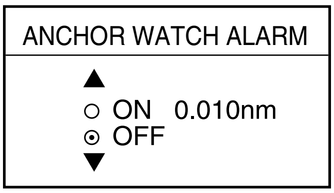
3.11.3 Anchor watch alarm

The anchor watch alarm informs you that your boat is moving when it should be at rest. When the anchor watch is active, a red dashed circle with an “X” at its center marks the anchor watch area.



How the anchor watch alarm works

1. Press the **ALARM** key to open the alarm menu.
2. Use the **Cursor pad** to select ANCHOR WATCH ALARM.
3. Press the EDIT soft key to open the anchor alarm window.



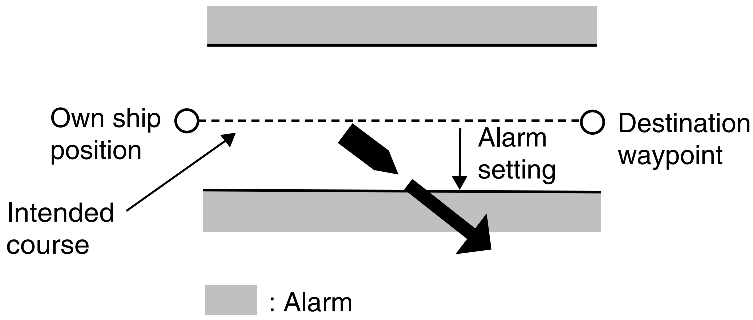
Anchor watch alarm window

4. Use the **Cursor pad** to select ON.
5. Use the **Cursor pad** and the ENTER knob to enter alarm setting: Operate the **Cursor pad** to select digit; use the ENTER knob to enter value. The available anchor watch setting is 0.001 to 9.999 miles.
6. Press the ENTER soft key or push the **ENTER** knob to register setting.
7. Press the **ALARM** key to finish.

Note: If the arrival alarm range is changed, turn off the anchor watch alarm and then turn it on again to give priority to the anchor watch alarm.

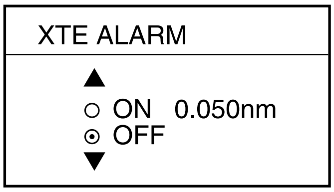
3.11.4 XTE (Cross-Track Error) alarm

The XTE alarm warns you when your boat is off its intended course. When the XTE alarm is active two red dashed lines mark the XTE alarm area.



How the XTE alarm works

1. Press the **ALARM** key to open the alarm menu.
2. Use the **Cursor pad** to select XTE ALARM.
3. Press the EDIT soft key to open the XTE alarm window.

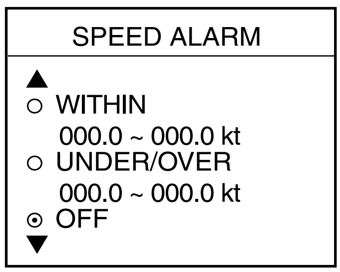


XTE alarm window

4. Use the **Cursor pad** and the ENTER knob to enter alarm setting: Operate the **Cursor pad** to select digit; use the ENTER knob to enter value. The available XTE alarm setting is 0.001 to 9.999 miles.
5. Press the ENTER soft key or push the **ENTER** knob to register setting.
6. Press the **ALARM** key to finish.

3.11.5 Speed alarm

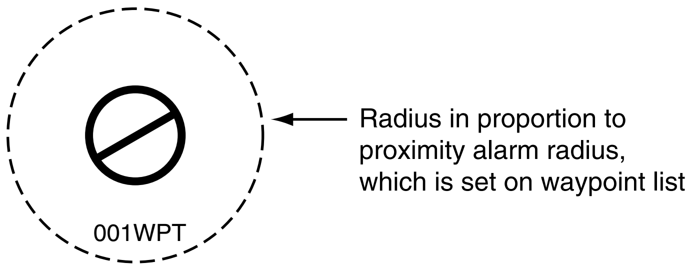
The speed alarm warns when your boat's speed is within or under/over the speed range set.



1. Press the **ALARM** key to open the alarm menu.
2. Use the **Cursor pad** to select SPEED ALARM.
3. Press the EDIT soft key to display the speed alarm window.
4. Use the **Cursor pad** to select WITHIN, UNDER/OVER, or OFF as appropriate
5. For WITHIN and UNDER/OVER use the **Cursor pad** and the ENTER knob to enter alarm range: Operate the **Cursor pad** to select digit; use the ENTER knob to enter value.
6. Press the ENTER soft key or push the **ENTER** knob to register setting.
7. Press the **ALARM** key to finish.

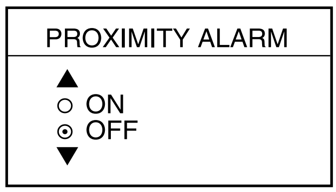
3.11.6 Proximity alarm

The proximity alarm alerts you when own ship nears a waypoint, which is marked with the proximity mark, by the proximity alarm radius set for that waypoint on the waypoint list. When own ship is within a waypoint's proximity alarm radius, the alarm sounds. The proximity mark remains on the screen until the waypoint is erased.



Proximity mark

1. Press the **ALARM** key to open the alarm menu.
2. Use the **Cursor pad** to select PROXIMITY ALARM.
3. Press the EDIT soft key to show the proximity alarm window.
4. Use the **Cursor pad** to select ON or OFF as appropriate, then press the ENTER soft key.
5. Press the **ALARM** key to finish.

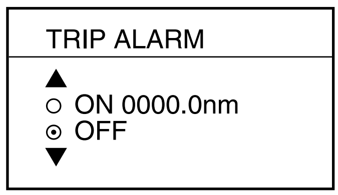


Proximity alarm window

3.11.7 Trip alarm

The trip alarm informs you when you have traveled a certain distance.

1. Press the **ALARM** key to open the alarm menu.
2. Use the **Cursor pad** to select TRIP ALARM.
3. Press the EDIT soft key to show the trip alarm window.
4. Select ON.
5. Use the **Cursor pad** and the ENTER knob to enter alarm setting: Operate the **Cursor pad** to select digit; use the ENTER knob to enter value.
6. Press the ENTER soft key or push the **ENTER** knob to register setting.
7. Press the **ALARM** key to finish.

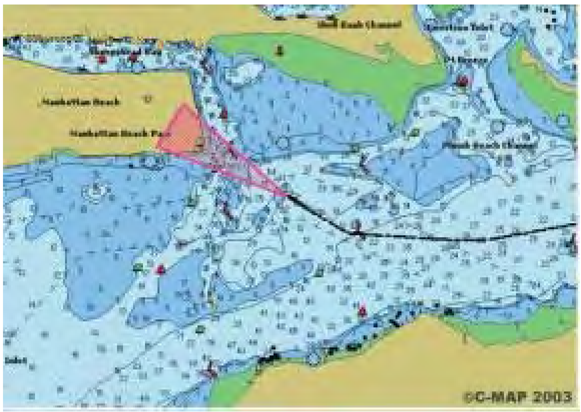


Trip alarm window

3.11.8 Grounding alarm (C-MAP specification)

The grounding alarm feature continuously scans the electronic chart data in front of the boat to detect charted rocks, shoals, obstructions and land areas that could pose a threat if the vessel were to continue along its current course. The area searched is user-definable and is identified by a red triangle on the screen.

Note: This function only checks objects that appear on the chart and is therefore limited by the accuracy of the original source material from which the electronic charts where produced.



1. Press the **ALARM** key to open the alarm menu.
2. Choose GROUNDING ALARM from page 2 of the ALARM menu.
3. Press the EDIT soft key to show the grounding alarm window.

GROUNDING ALARM
▲
○ ON 0.500 ft
⊙ OFF
▼

Grounding alarm window

4. Select ON.
5. Use the **Trackball** and the alphanumeric keys to enter depth setting: Operate the **Trackball** to set depth. Set shallow depth for shallow waters.
6. Press the ENTER soft key or push the **ENTER** knob to register setting.
7. Choose GROUNDING ALARM RANGE and push the **ENTER** knob.

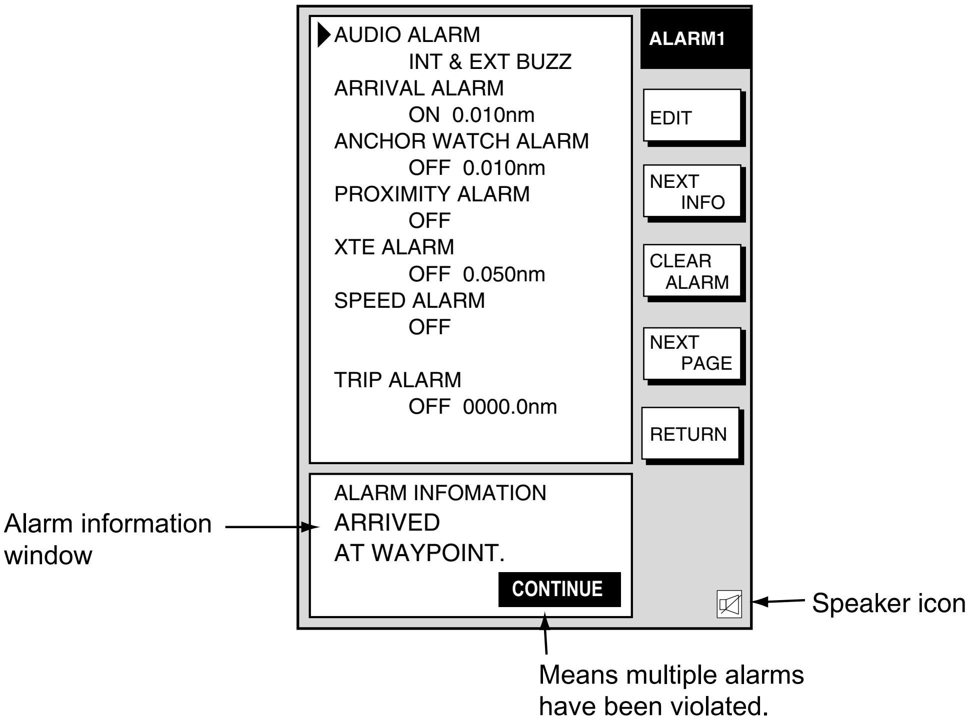
GROUNDING ALARM RANGE
0.250 nm

8. Use the **Trackball** and alphanumeric keys to enter alarm range, that is, how far ahead to look for possible grounding situations.
9. Press the ENTER soft key.
10. Press the **ALARM** key to finish.

3.11.9 Alarm information

When an alarm setting has been violated, the buzzer sounds and the speaker icon appears and is red. Press the **CLEAR** key to silence the alarm. You can see which alarm has been violated on the ALARM menu. In the example below the arrival alarm has been violated.

1. Press the **ALARM** key. The name of the offending alarm appears in the alarm information window.



Plotter alarm menu, page 1

2. Press the CLEAR ALARM soft key to acknowledge the alarm (and silence the buzzer if it was not done with the **CLEAR** key). The color of the speaker icon changes from red to background color. The icon remains on the screen until the cause of the alarm is eliminated or the alarm is disabled. If more than one alarm has been violated the message CONTINUE appears at the bottom of the alarm information window. In this case, press the NEXT INFO soft key to see which other alarms have been violated.
3. Press the **ALARM** key to finish.

Note: The alarm icon is red when an alarm setting is violated, and changes to background color when the **CLEAR** key or CLEAR ALARM soft key is pressed. The color does not change regardless of how many other alarms are violated.

Alarm messages

The table below shows the plotter alarm messages and their meanings.

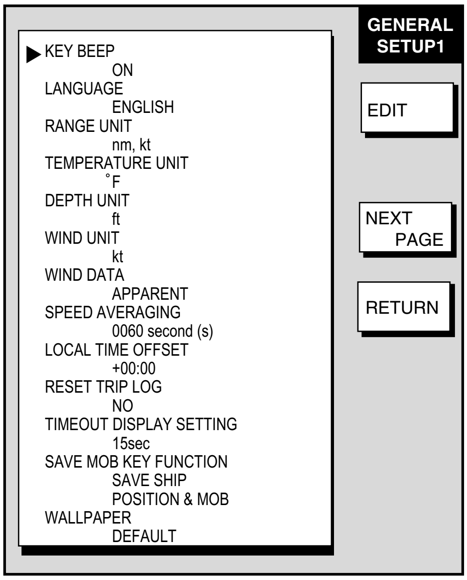
Plotter alarm messages and their meanings.

Message	Meaning
ARRIVED AT WAYPOINT XXX! (XXX = waypoint name)	Arrival alarm violated.
ENTERED INTO AVOIDANCE AREA!	Proximity alarm violated.
EXCEEDED ANCHOR WATCH LIMIT!	Anchor watch alarm violated.
EXCEEDED XTE LIMIT!	XTE alarm violated.
SPEED ALARM!	Speed alarm violated.
TEMPERATURE ALARM!	Water temperature alarm violated.
TRIP ALARM! MILEAGE EXCEEDED	Trip alarm violated.
GROUNDING ALARM	Grounding alarm (C=MAP specification) violated. See next paragraph.
GUARDIAN ALARM (DEPTH AREA)	Depth area (C=MAP specification) violated. See next paragraph.
GUARDIAN ALARM (LAND AREA)	Land area (C=MAP specification) violated. See next paragraph.
GUARDIAN ALARM (INTERTIDAL AREA)	Intertidal area (C=MAP specification) violated. See next paragraph.
GUARDIAN ALARM (ROCK)	Rock alarm (C=MAP specification) violated. See next paragraph.
GUARDIAN ALARM (SHORELINE CONSTRUCT)	Shoreline construct (C=MAP specification) violated. See next paragraph.
GUARDIAN ALARM (OBSTRUCTION)	Obstruction (C=MAP specification) violated. See next paragraph.
GUARDIAN ALARM (NO DATA AVAILABLE)	No data alarm (C=MAP specification) violated. See next paragraph.

3.12 Resetting Trip Distance

Trip distance is shown on the navigation data display. You can reset the trip distance to zero as follows:

1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION and GENERAL SETUP soft keys in that order to show the GENERAL SETUP menu.



General setup menu, page 1

Note: AIS OPTION soft key is currently inoperative.

3. Use the **Cursor pad** to select RESET TRIP LOG, then press the EDIT soft key.
4. Use the **Cursor pad** to select YES, then press the ENTER soft key.
5. Press the **MENU** key to close the menu.

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4. VIDEO SOUNDER OPERATION

With connection of the optional Network Sounder ETR-6/10N/30N you can show video sounder images on the display.

4.1 Sounder Displays

4.1.1 Selecting a sounder display

There are seven display modes from which to choose: dual frequency, single frequency, marker zoom, bottom zoom, bottom lock, bottom discrimination, and A-scope.

To select a display;

1. Press the **DISP** key and then select sounder display desired.
2. If not already displayed, press the **HIDE/SHOW** key to show the sounder soft keys.
3. Press the DISPLY MODE soft key to show the display mode window.

DISPLAY MODE

▲
⊙ DUAL FREQ
○ SINGLE FREQ
○ MARKER ZOOM
○ BOTTOM ZOOM
○ BOTTOM LOCK
○ BOTTOM DSCRM
▼

HF: 200.0 kHz
LF: 50.0 kHz

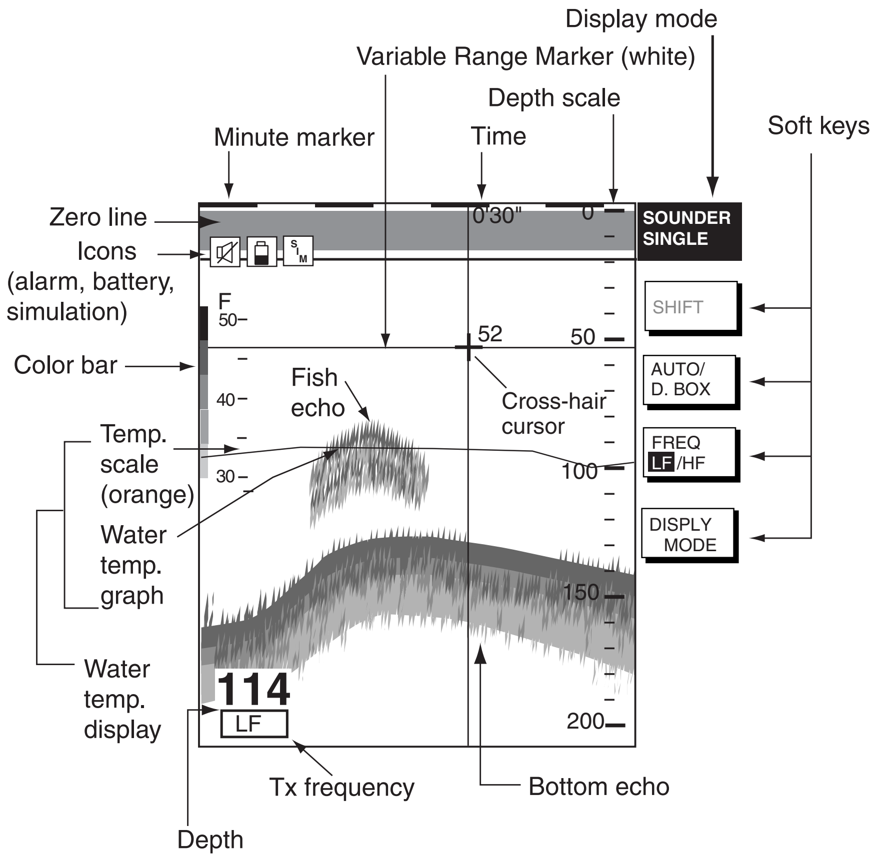
Display mode window

4. Use the **Cursor pad** or the **ENTER** knob to select a display.
5. Press the RETURN soft key to close the window.

Note: On menus which show the RETURN soft key you may use it or the **ENTER** knob to register setting and close the window.

4.1.2 Description of sounder displays

Single-frequency display



Indications on the single frequency display

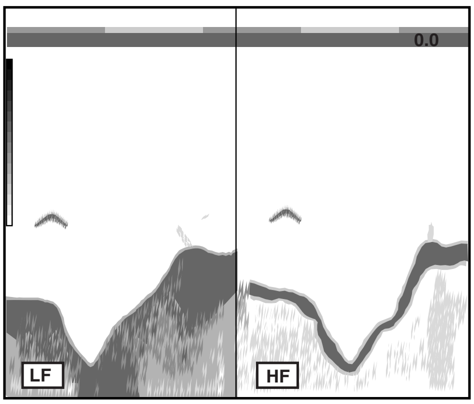
Note: The water temperature display requires an appropriate water temperature sensor. It can be turned on or off with TEMPERATURE GRAPH on the SOUNDER MENU.

Selecting transmission frequency

The single frequency display shows either the LF (low frequency) picture or HF (high frequency) picture. To select transmission frequency, press the FREQ LF/HF soft key. “LF” or “HF” is highlighted on its key label with each press of the key.

Dual-frequency display

The dual-frequency display provides both LF and HF pictures. This display is useful for comparing the same picture with two different sounding frequencies.



Dual-frequency display

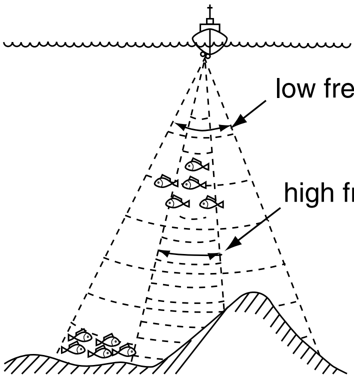
LF picture

The sounder uses ultrasonic pulses to detect bottom conditions. The lower the frequency of the pulse, the wider the detection area. Therefore, the low

frequency is useful for general detection and judging bottom condition.

HF picture

The higher the frequency of the ultrasonic pulse the better the resolution. Therefore, the high frequency is ideal for detailed observation of fish school.

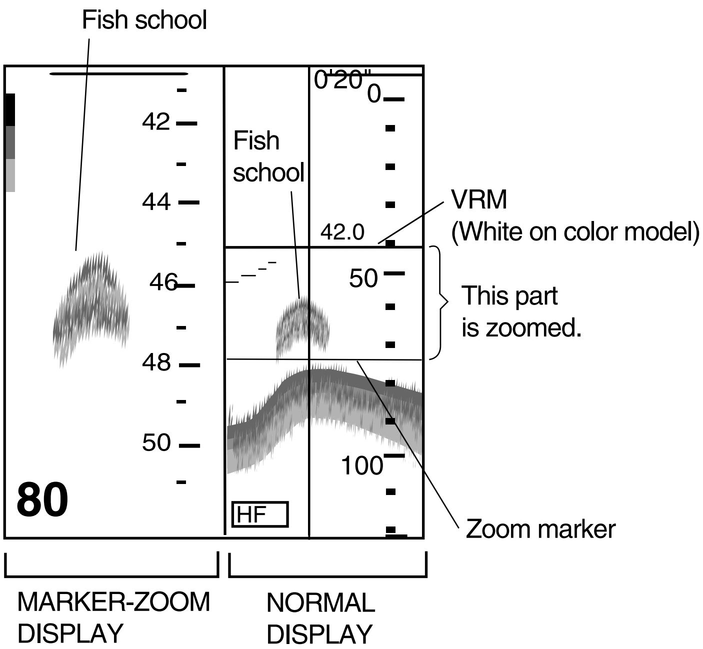


Sounding area and transmission frequency

Marker-zoom display

The marker-zoom display expands a selected area of the normal sounder picture to full vertical size of the screen on the left-half window. You may specify the portion to expand by operating the VRM (Variable Range Marker), which you can shift with the **ENTER** knob. The area between the VRM and zoom marker is expanded. The length of the segment is equal to one division of the depth scale.

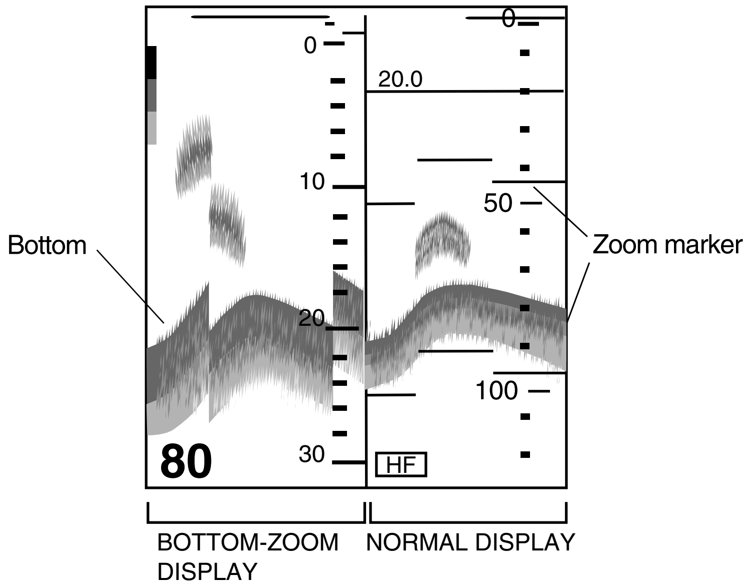
Note: The VRM is set independently from other displays in case of multiple displays.



Marker-zoom display plus normal sounder display

Bottom-zoom display

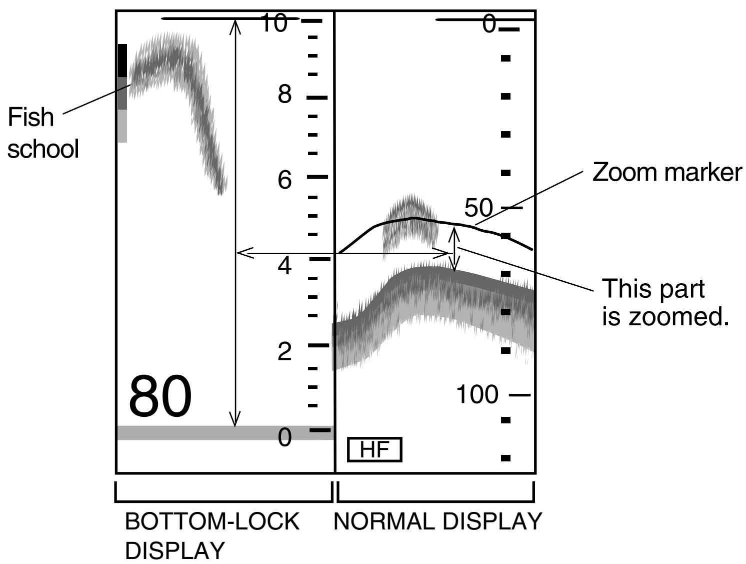
The bottom-zoom display expands bottom and bottom fish echoes by the zoom range selected on the SOUNDER RANGE SETUP menu (see paragraph 7.9.3), and is useful for determining bottom hardness. A bottom displayed with a short echo tail usually means it is a soft, sandy bottom. A long echo tail means a hard bottom.



Bottom-zoom display plus normal sounder display

Bottom-lock display

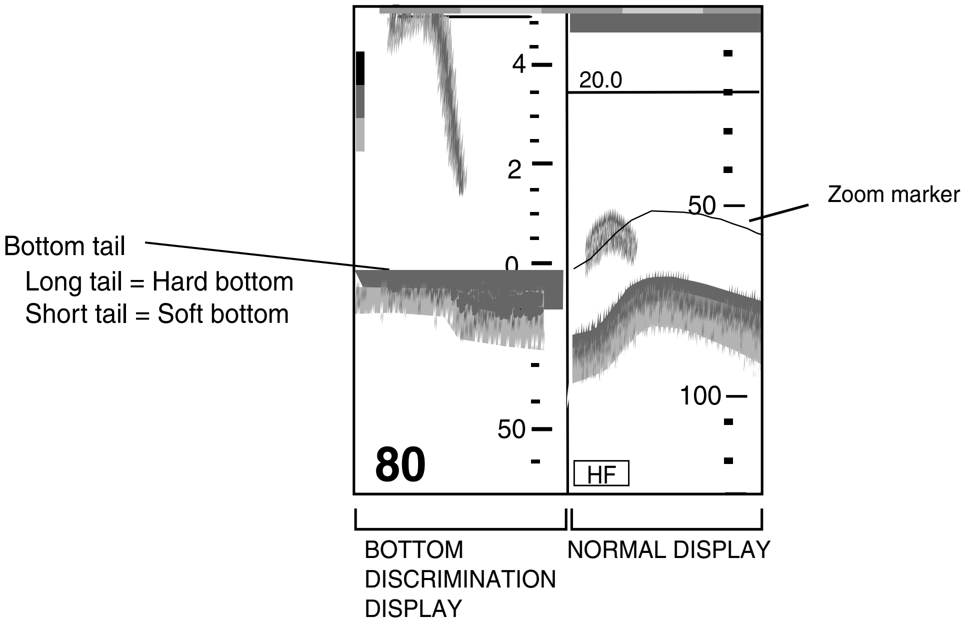
The bottom-lock display provides a compressed normal picture on the right half of the screen and a 10 or 20 feet (3 or 6 meter) wide layer in contact with the bottom is expanded onto the left half of the screen. This mode is useful for discriminating bottom fish from the bottom echo. You may select the bottom lock range from the SOUNDER RANGE SETUP menu. For details, see paragraph 7.9.3.



Bottom-lock display plus normal sounder display

Bottom discrimination display

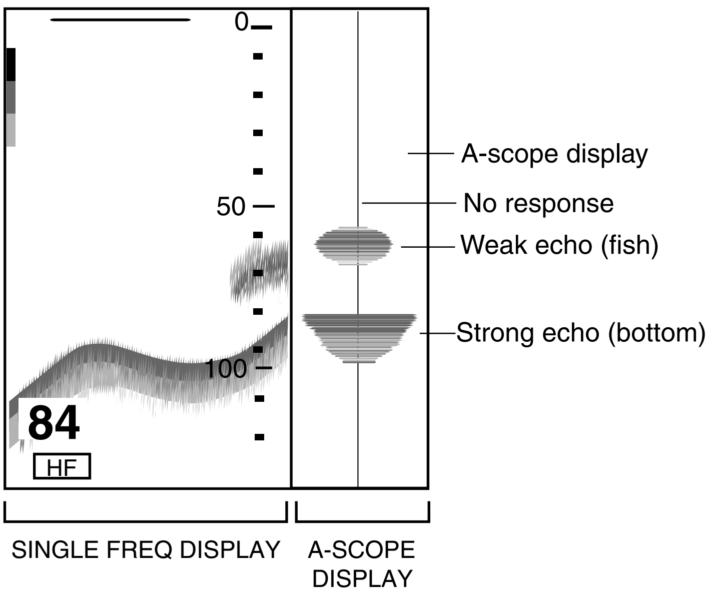
The bottom discrimination mode displays the bottom echo to help you determine bottom hardness. A bottom displayed with a short echo tail usually means it is a soft, sandy bottom. A long echo tail means a hard bottom.



Bottom discrimination display

A-scope display (display only)

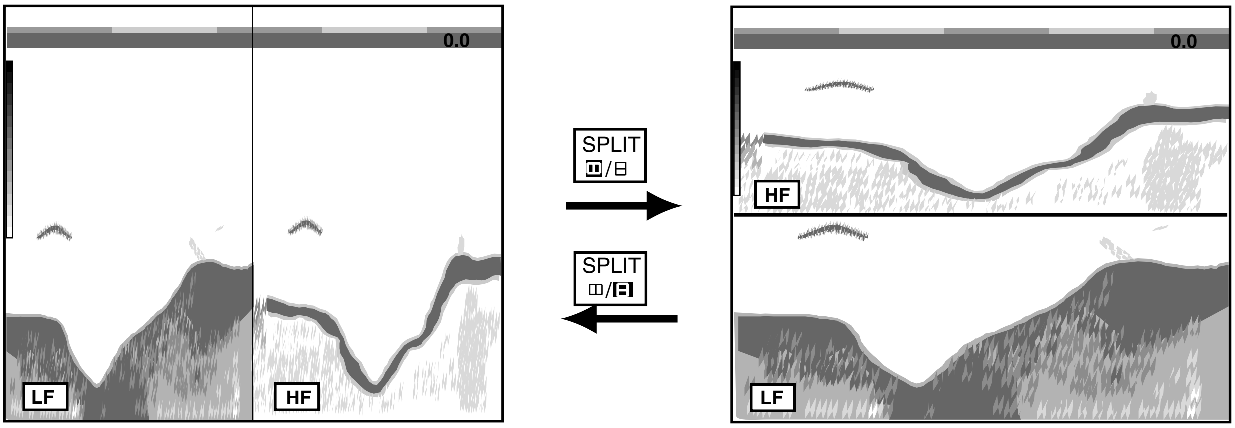
The A-scope display, available in all modes, shows echoes at each transmission with amplitudes and tone proportional to their intensities, on the right 1/10 of the screen. It is useful for estimating fish species and bottom composition. To turn on the A-scope display, press the DISPLAY MODE soft key, select display mode desired, then press the A-SCPE soft key to show “ON” on its label. For modes other than SINGLE FREQ the screen must be split horizontally to show the A-scope display.



A-scope display

4.1.3 Selecting screen split method in combination displays

On combination sounder displays you can split the screen vertically or horizontally, using the SPLIT soft key as below.



How to use the SPLIT soft key (example: dual frequency display)

4.2 Automatic Sounder Operation

Automatic sounder operation is useful when you are preoccupied with other tasks and do not have the time to adjust the display.

4.2.1 How the automatic sounder works

The automatic sounder function automatically selects the proper gain, range scale and clutter suppression level according to the depth. It works as follows:

The range changes automatically to locate the bottom on the lower half of the screen. The range jumps to one step shallower range when the bottom echoes reach a half way point of the full scale from the top and to one step deeper range when they come to the lower edge of the scale.

The gain is automatically adjusted to display the bottom echo in reddish brown (default color arrangement).

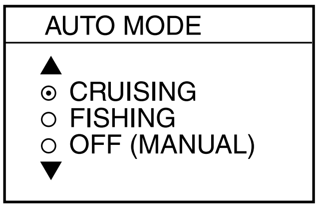
Clutter, which suppresses low level noise, is automatically adjusted.

4.2.2 Types of automatic sounder modes

Two types of automatic sounder modes are available: CRUISING and FISHING. CRUISING is for tracking the bottom, and FISHING is for searching fish schools. CRUISING uses a higher clutter rejection setting than FISHING therefore it is not recommended for fish detection - weak fish echoes may be erased by the clutter suppression circuit.

4.2.3 How to enable automatic sounder operation

1. If not displayed, press the **HIDE/SHOW** key to show the sounder soft keys.
2. Press the AUTO/D. BOX soft key.



Mode/frequency window

3. Use the **Cursor pad** or the **ENTER** knob to select CRUISING or FISHING as appropriate.
4. Press the RETURN soft key.

4.3 Manual Sounder Operation

Manual operation is useful for observing fish schools and bottom using a fixed gain setting.

The gain, range and range shift functions used together give you the means to select the depth you can see on the screen. The basic range can be thought of as providing a “window” into the water column and range shifting as moving the “window” to the desired depth.

4.3.1 Selecting the manual mode

1. If not displayed, press the **HIDE/SHOW** key to show the sounder soft keys.
2. Press the AUTO/D. BOX soft key to show the mode/frequency window.
3. Select OFF (MANUAL).
4. Press the RETURN soft key.

4.3.2 Selecting display range

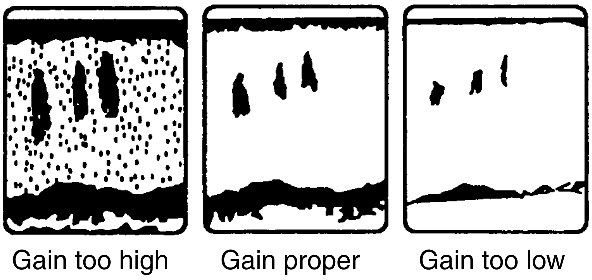
Press the [RANGE +] or [RANGE -] key to select a range. The default ranges in feet, meters, fathoms and passi/braza are as below. Note that the range cannot be changed in the automatic sounder mode.

<u>*Default sounder ranges*</u>

Range 1	Range 2	Range 3	Range 4	Range 5	Range 6	Range 7	Range 8	
							ETR-6/10N	ETR-30N
15 ft	30 ft	60 ft	120 ft	200 ft	400 ft	1000 ft	4000 ft	4500 ft
5 m	10 m	20 m	40 m	80 m	150 m	300 m	1200 m	1500 m
3 fa	5 fa	10 fa	20 fa	40 fa	80 fa	150 fa	650 fa	900 fa
3 P/B	5 P/B	10 P/B	30 P/B	50 P/B	100 P/B	200 P/B	700 P/B	900 P/B

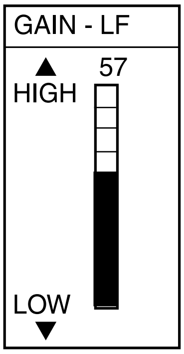
4.3.3 Adjusting the gain

Normally, set the gain to the point where excessive noise does not appear on the screen. Use a higher gain setting for greater depths and a lower setting for shallow waters.



Examples of proper and improper gain

Press the **GAIN** key to show the gain window, and adjust the **ENTER** knob or **Cursor pad**. Current level is shown on the bar, and the setting range is 0-100(%). Press the RETURN soft key to finish.

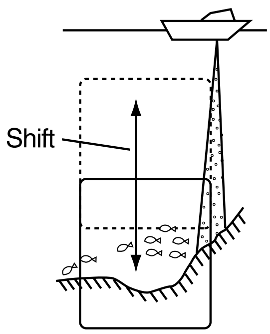


Gain window

Note 1: On the dual-frequency display, the gain can be independently set for LF and HF. Use the FREQ LF/HF soft key to select the frequency for which to adjust gain.
Note 2: Gain cannot be adjusted in the automatic sounder mode. The message “SOUNDER GAIN CANNOT BE CHANGED IN AUTO MODE” is displayed when you attempt to do so.

4.3.4 Shifting the range

The basic range may be shifted up or down as desired by pressing the SHIFT soft key followed by adjusting the **ENTER** knob. Press the RETURN soft key to finish.

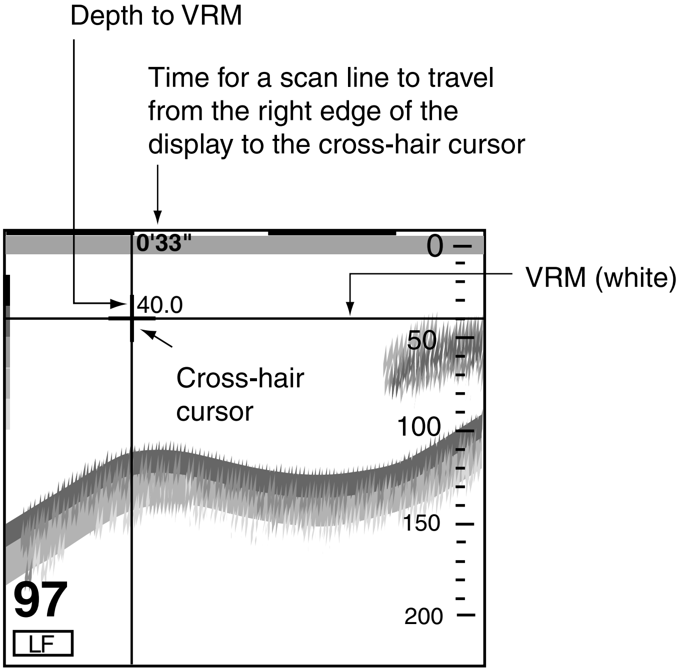


Shift concept

4.4 Measuring Depth, Time

The VRM measures the depth and the cross-hair cursor, time.

1. Rotate the **ENTER** knob to shift the VRM; counterclockwise to shift it downward, clockwise to shift it upward. You may also use the **Cursor pad** to shift the VRM.
2. Roll the **Cursor pad** horizontally to adjust the cross-hair cursor to measure time.

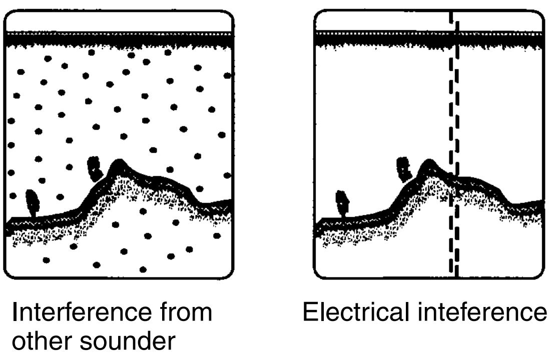


How to measure depth and time

Note: If, when the range setting is over 1000 ft (m, fa, p/b), the VRM indication and depth scale may overlap one another, shift the cross-hair cursor slightly to show them completely. Further, when the display is shifted, the depth scale may obscure the time indication.

4.5 Reducing Interference

Interference from other acoustic equipment operating nearby or other electronic equipment on your boat may show itself on the display as shown below.



Types of interference

To reduce interference, do the following:

1. Press the **MENU** key.
2. Press the SOUNDER MENU soft key.
3. Select NOISE LIMITER, then press the EDIT soft key to show the noise limiter window.

NOISE LIMITER
▲
⊙ OFF
○ LOW
○ MEDIUM
○ HIGH
▼

Noise limiter window

4. Use the **Cursor pad** to select the degree of suppression desired (LOW, MEDIUM, HIGH), or turn the noise limiter off.
5. Press the RETURN soft key followed by the **MENU** key to close the menu.

Turn the noise limiter circuit off when no interference exists, otherwise weak echoes may be missed.

4.6 Reducing Low Level Noise

Light-blue dots may appear over most of the screen. This is mainly due to sediment in the water, or noise. This noise can be suppressed by adjusting CLUTTER on the SOUNDER menu.



Appearance of clutter

When the automatic sounder mode is used, clutter is automatically adjusted. To reduce low level noise in manual sounder operation do the following:

1. Press the **MENU** key.
2. Press the SOUNDER MENU soft key.
3. Select CLUTTER, then press the EDIT soft key to show the clutter window.

CLUTTER
▲
09
▼

Clutter window

4. Adjust the **Cursor pad** upward or downward to select clutter rejection level desired; 0

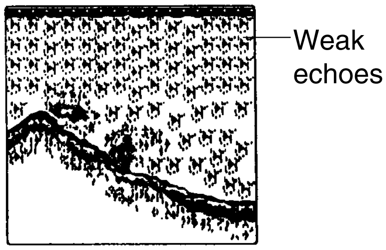
(OFF) through 16. The higher the number the higher the degree of suppression. Note that the clutter suppressor may erase weak echoes. Therefore, turn off the clutter when its use is not required.

5. Press the RETURN soft key followed by the **MENU** key to close the menu.

Note: Unlike the signal level feature, clutter does not reduce display colors. However, if you do not wish to change the relation between weak and strong echoes, use signal level instead.

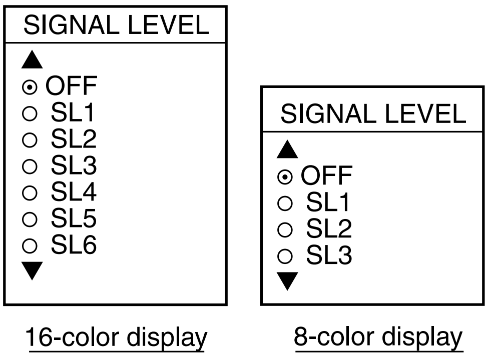
4.7 Erasing Weak Echoes

Sediments in the water or reflections from plankton may be painted on the display in green or light blue. These weak echoes may be erased as below.



Appearance of weak echoes

1. Press the **MENU** key.
2. Press the SOUNDER MENU soft key.
3. Select SIGNAL LEVEL, and press the EDIT soft key to show the signal level window.



Signal level window

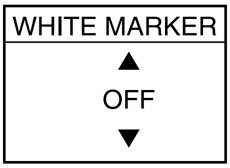
4. Use the **Cursor pad** to select level of erasure or OFF as appropriate. The higher the number the stronger the echo that will be erased.
5. Press the RETURN soft key followed by the **MENU** key to close the menu.

Note: Unlike “clutter,” signal level reduces display colors. Therefore, if you do not wish to reduce colors, use clutter instead.

4.8 White Marker

The white marker functions to display a particular echo color in white. For example, you may want to display the bottom echo in white to discriminate fish echoes near the bottom.

1. Press the **MENU** key.
2. Press the SOUNDER MENU soft key.
3. Select WHITE MARKER, then press the EDIT soft key to open the white marker window.



White marker window

4. Use the **Cursor pad** to select the color to display in white. As you use the **Cursor pad**, the number in the white marker window changes, the white marker on the echo strength bar shifts and the selected echo color is displayed in white.



Color bar (16 color) when white marker function is active

5. Press the RETURN soft key followed by the **MENU** key to close the menu.

To turn the white marker function off, display “OFF” in the white marker window.

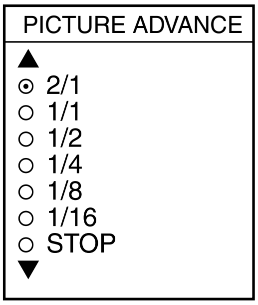
4.9 Picture Advance Speed

The picture advance speed determines how quickly the vertical scan lines run across the screen. When selecting a picture advance speed, keep in mind that a fast advance speed will expand the size of the fish school horizontally on the screen and a slow advance speed will contract it.

The advancement speed may be set independent of or synchronized with ship’s speed.

4.9.1 Advancement independent of ship’s speed

1. Press the **MENU** key.
2. Press the SOUNDER MENU soft key.
3. Select PICTURE ADVANCE, and press the EDIT soft key to open the picture advance window.



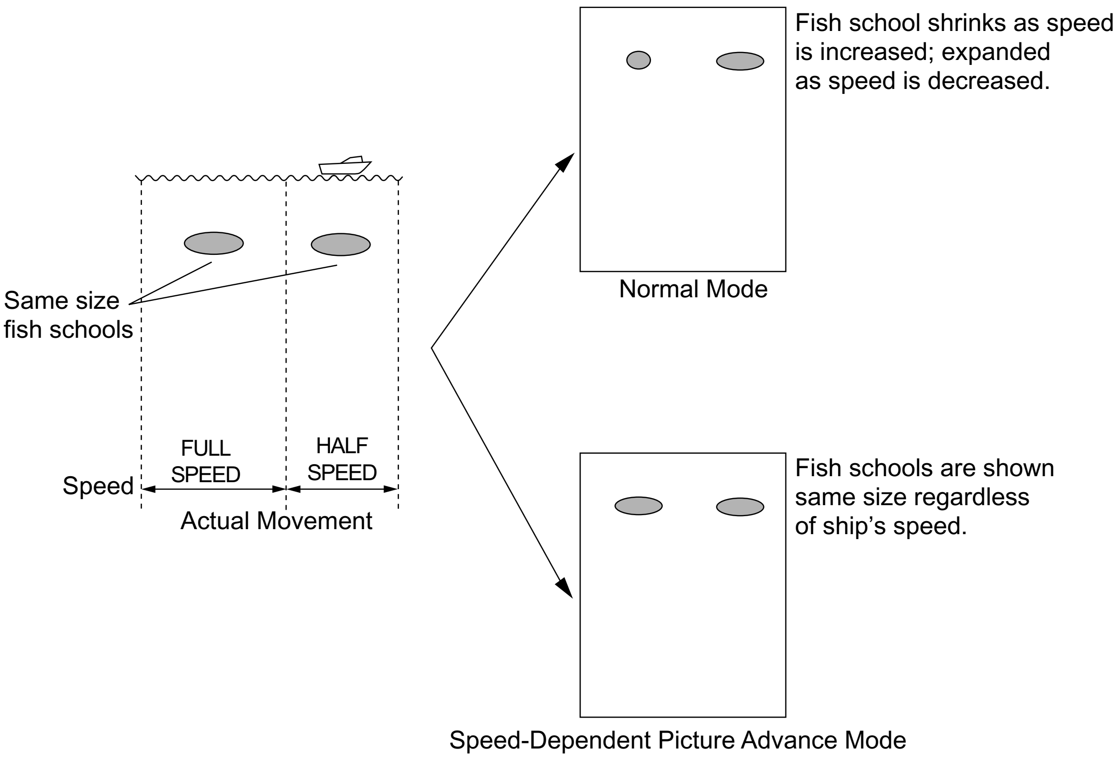
Picture advance window

4. Use the **Cursor pad** to select speed desired. The fractions in the window denote the number of scan lines produced per transmission. For example, 1/8 means one scan line is produced every eight transmissions. STOP freezes the display and it is convenient for observing an echo.
5. Press the RETURN soft key followed by the **MENU** key to close the menu.

Note: When using the plotter/sounder combination display, advancement of the sounder picture may be temporarily interrupted while the plotter display is being shifted or its display range is being changed.

4.9.2 Advancement synchronized with ship's speed

With speed data provided by a speed-measuring device, picture advance speed may be set according to ship's speed, the ship's speed dependent mode. As shown in the figure below the horizontal scale of the display is not influenced by the change of ship's speed, thus the speed-dependent picture advance permits judgment of fish school size and abundance at any speed. The choice "SPD SENSING PRR" means the ship's speed dependent mode, where the PRR changes automatically with ship's speed.



How the speed-dependent picture advance mode works

<u>**Activating/deactivating the speed-dependent picture advance mode**</u>

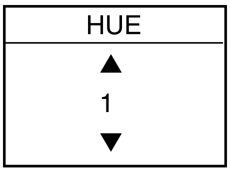
1. Press the **MENU** key followed by the SOUNDER MENU soft key.
2. Select PRR LEVEL.
3. Press the EDIT soft key to open the setting window.
4. Use the **Cursor pad** to select SPD SENSING PRR.
5. Press the RETURN soft key followed by the **MENU** key to close the menu.

Note: Use the same speed data sentence (STG or STW) throughout the network for smooth advancement of the sounder picture. See the paragraph 6.5 for how to output data through the network.

4.10 Display Colors

You can select the number of colors and background color to display as follows:

1. Press the **MENU** key.
2. Press the SOUNDER MENU soft key.
3. Select HUE, then press the EDIT soft key to show the hue window.



Hue window

4. Use the **Cursor pad** to select hue number, referring to the table below. (You can see the result of your selection on the display.)

<u>*Hue no. and background and echo colors*</u>

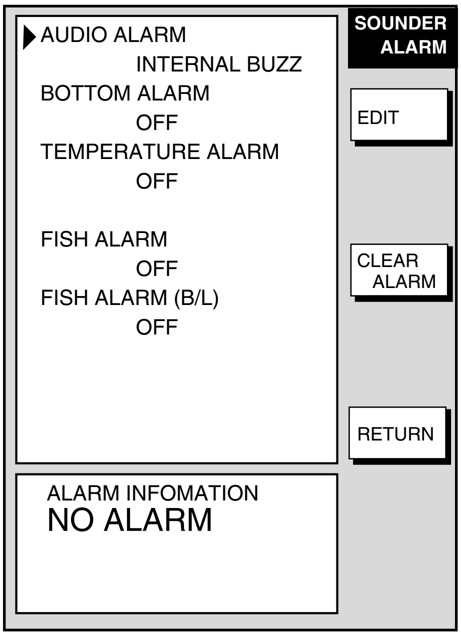
Hue No.	Echo Color	Background Color
1	16 color	Blue
2	8 color	Blue
3	16 color	Dark blue
4	8 color	Dark blue
5	16 color	White
6	8 color	White
7	16 color	Black
8	8 color	Black
9	Monochrome yellow, eight intensities	

5. Press the RETURN soft key followed by the **MENU** key to close the menu.

4.11 Alarms

The sounder section has five conditions which generate audio and visual alarms: bottom alarm, fish alarm (bottom lock), fish alarm (normal) and water temperature alarm (temperature sensor required).

You may set up the sounder alarms on the SOUNDER ALARM menu, which may be displayed by pressing the **ALARM** key.

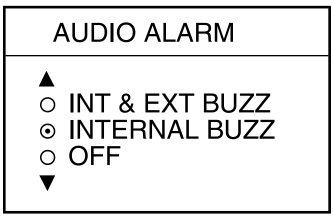


Sounder alarm menu

4.11.1 Audio alarm on/off

The audio alarm sounds whenever an alarm setting is violated. You can enable or disable the audio alarm as follows:

1. Press the **ALARM** key to show the ALARM menu.
2. Use the **Cursor pad** to select ALARM AUDIO.
3. Press the EDIT soft key to show the audio alarm window.



Alarm audio window

4. Use the **Cursor pad** to select INT & EXT BUZZ (Internal + External alarm), INTERNAL BUZZ (Internal alarm) or OFF. External buzzer required to select “INT+EXT BUZZ.” OFF globally turns the audio alarm on or off for all modes, including radar.
5. Press the ENTER soft key.
6. Press the **ALARM** key to close the menu.

4.11.2 Bottom alarm

The bottom alarm sounds when the bottom echo is within the alarm range set. To activate the bottom alarm, the depth must be displayed. Note that the bottom alarm is turned on or off reciprocally with the bottom alarm on the plotter alarm menu.

1. Press the **ALARM** key to show the ALARM menu.
2. Use the **Cursor pad** to select BOTTOM ALARM.
3. Press the EDIT soft key to show the bottom alarm window.

BOTTOM ALARM
▲
○ ON
0000.0-0000.0 ft
⊙ OFF
▼

Bottom alarm window

4. Use the **Cursor pad** to select ON or OFF as appropriate. For ON, enter alarm range with the **Cursor pad** and numeric keys: Adjust the **Cursor pad** to select digit; hit appropriate numeric key to enter value.
5. Press the ENTER soft key or push the **ENTER** knob to register setting.
6. Press the **ALARM** key to close the menu.

4.11.3 Fish alarm

The fish alarm sounds when a fish echo is within the preset alarm range. Note that the sensitivity of the fish alarm can be set on the SOUNDER SYSTEM SETUP menu.

1. Press the **ALARM** key to show the ALARM menu.
2. Use the **Cursor pad** to select FISH ALARM.
3. Press the EDIT soft key to show the fish alarm window.

FISH ALARM
▲
○ ON
0000.0-0000.0 ft
⊙ OFF
▼

Fish alarm window

4. Use the **Cursor pad** to select ON or OFF as appropriate. For ON, use the **Cursor pad** and numeric keys to enter range: Adjust the **Cursor pad** to select digit; hit the appropriate numeric key to enter value.
5. Press the ENTER soft key or push the **ENTER** knob to register setting.
6. Press the **ALARM** key to close the menu.

4.11.4 Fish alarm (B/L)

The bottom-lock fish alarm sounds when a fish echo is within a predetermined distance from the bottom. Note that the sensitivity of the fish alarm can be set on the SOUNDER SYSTEM SETUP menu.

1. Press the **ALARM** key to show the ALARM menu.
2. Use the **Cursor pad** to select FISH ALARM (B/L).
3. Press the EDIT soft key to show the fish alarm (B/L) window.

```
FISH ALARM (B/L)
▲
○ ON
 0000.0-0000.0 ft
⊙ OFF
▼
```

Fish alarm (B/L) window

4. Use the **Cursor pad** to select ON or OFF as appropriate. For ON, use the **Cursor pad** and numeric keys to enter range: Adjust the **Cursor pad** to select digit; hit appropriate numeric key to enter value.
5. Press the ENTER soft key or push the **ENTER** knob to register setting.
6. Press the **ALARM** key to close the menu.

4.11.5 Water temperature alarm

There are two types of water temperature alarms: WITHIN RANGE and OUT OF RANGE. The WITHIN RANGE alarm sounds when the water temperature is within the range set, and the OUT OF RANGE alarm sounds when the water temperature is higher or lower than the range set. Note that the water temperature alarm is turned on or off reciprocally with the water temperature alarm on the plotter menu.

1. Press the **ALARM** key to show the ALARM menu.
2. Use the **Cursor pad** to select TEMPERATURE ALARM.
3. Press the EDIT soft key to show the temperature alarm window.

```
TEMPERATURE ALARM
▲
○ WITHIN RANGE
  +000.0 - +000.0°F
○ OUT OF RANGE
  +000.0 - +000.0°F
⊙ OFF
▼
```

Water temperature alarm window

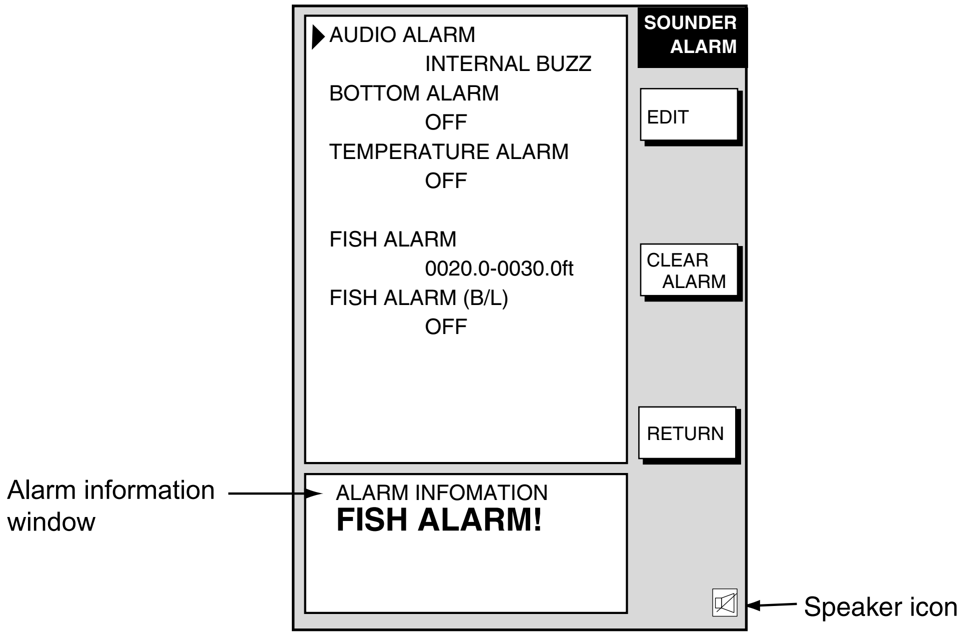
4. Use the **Cursor pad** to select WITHIN RANGE, OUT OF RANGE or OFF as numeric key to enter alarm range: Adjust the **Cursor pad** to select digit; hit appropriate numeric key to enter value. To switch between plus and minus and vice versa use the +< - ->- soft key.
5. Press the ENTER soft key or push the **ENTER** knob to register setting.
6. Press the **ALARM** key to close the menu.

4.11.6 When an alarm setting is violated...

When an alarm setting has been violated the buzzer sounds and the speaker icon appears in red. Press the **CLEAR** key to silence the alarm. At this time the color of the speaker icon changes from red to background color. You can see which alarm has been violated on the alarm menu display. In the example below the bottom alarm has been violated.

To see which alarm(s) has been violated:

1. Press the **ALARM** key. The name of the offending alarm is shown in the ALARM INFORMATION window.



Sounder alarm menu

2. Press the CLEAR ALARM soft key to acknowledge the alarm (and silence the buzzer if it has not already been done with the **CLEAR** key). The color of the speaker icon changes from red to background color. The icon remains on the screen until the reason for the alarm is eliminated or the alarm is disabled. If more than one alarm has been violated, the message CONTINUE appears at the bottom of the alarm information window. In this case, press the NEXT INFO soft key to see which other alarms have been violated.

   Note: The alarm icon is red when an alarm setting is violated, and changes to background color when the **CLEAR** key or CLEAR ALARM soft key is pressed. The color remains the same regardless of how many times another alarm is violated.

3. Press the **ALARM** key to close the menu.

Alarm messages

The table below shows the sounder alarm messages and their meanings.

Sounder alarm messages and their meanings

Message	Meaning
DEPTH ALARM!	Bottom alarm violated.
FISH ALARM!	Fish alarm violated.
TEMPERATURE ALARM!	Water temperature alarm violated.

4.12 Water Temperature Graph

The water temperature graph (appropriate sensor required) plots water temperature on the sounder display. (See the figure on page 4-2.) It can be turned on or off as below.

1. Press the **MENU** key to open the menu.
2. Press the SOUNDER MENU soft key.
3. Select TEMPERATURE GRAPH and press the EDIT soft key.
4. Select OFF (default setting) or ON as appropriate.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

4.13 Changing Pulse Repetition Rate

Pulse repetition rate can be changed. Normally, the highest rate (20) is used. When in shallow waters, second reflection echoes may appear between surface and actual bottom echo. In this case lower the PRR level. The option “SPD SENSING PRR” means the ship’s speed dependent mode, where the PRR changes automatically with ship’s speed (required speed input.) For further information about the ship’s speed dependent mode, see page 4-13.

1. Press the **MENU** key to open the menu.
2. Press the SOUNDER MENU soft key.
3. Select PRR LEVEL.
4. Press the EDIT soft key to open the setting window.
5. Use the **Cursor pad** to select the rate for repetition.
6. Press the ENTER soft key followed by the **MENU** key to close the menu.

Too small setting reduces the number of pulse repetition. This may cause a problem to search fish schools. Select “20” unless multistage reflections appear on the display.

4.14 Saving Sounder Picture to an SD Card

You may save the current sounder picture to an SD card, using a function key programmed to save the sounder picture.

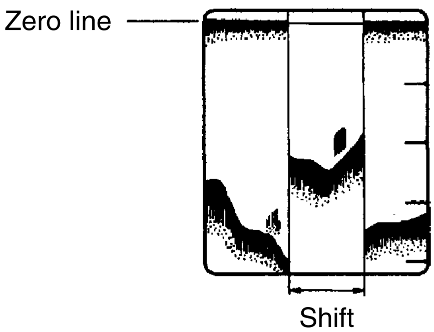
1. Program a function key in order to save the sounder picture. See paragraph 7.9.4 for the procedure.
2. Hit the **SHOW/HIDE** key to show the function keys if they are not currently shown.
3. Press the function key programmed to save the sounder picture.

The sounder picture stops advancing and the message “NOW SAVING SOUNDER PICTURE TO CARD” appears on the display while the picture is being saved. If no card is inserted, the message “PLEASE INSERT THE CARD. PUSH ENTER KNOB TO CONTINUE.” appears. If there is not sufficient memory remaining in the card the message “THERE IS NO MEMORY TO SAVE PICTURE. PUSH ANY KEY TO CONTINUE.” appears. After the picture has been recorded, normal sounder operation is restored.

4.15 Interpreting the Sounder Display

4.15.1 Zero line

The zero line (sometimes referred to as the transmission line) represents the transducer’s position, and moves off the screen when a deep phased range is used.



Zero line

4.15.2 Bottom echo

Echoes from the bottom are normally the strongest and are displayed in reddish-brown, but the color and width will vary with bottom composition, water depth, frequency, sensitivity, etc.

In a comparatively shallow depth, a high gain setting will cause a second or sometimes a third or a fourth echo to be displayed at the same interval between them below the first echo trace. This is because the echo travels between the bottom and the surface twice or more in shallow depths.

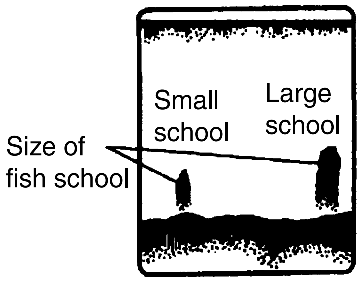
The color of the bottom echo can be used to help determine the density of the bottom materials (soft or hard). The harder the bottom, the wider the trace. If the gain is set to show only a single bottom echo on mud, a rocky bottom will show a second or third bottom return. The range should be chosen so the first and second bottom echoes are displayed when bottom hardness is being determined.



Bottom echoes

4.15.3 Fish school echoes

Fish school echoes will generally be plotted between the zero line and the bottom. Usually the fish school/fish echo is weaker than the bottom echo because its reflection property is much smaller compared to the bottom. The size of the fish school can be ascertained from the density of the display.

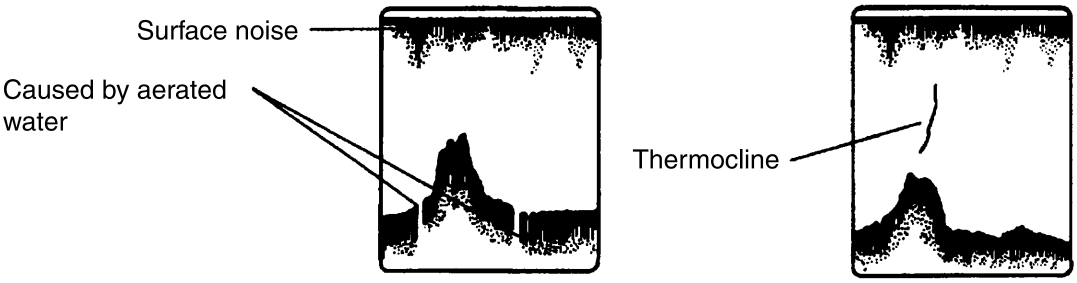


Fish school echoes

4.15.4 Surface noise/Aeration

When the waters are rough or the boat passes over a wake, surface noise may appear near the zero line. As surface turbulence is acoustically equivalent to running into a brick wall, the bottom echo will be displayed intermittently. Similar noise sometimes appears when a water temperature difference (thermocline) exists. Different species of fish tend to prefer different temperature zones, so the thermocline may be useful to help identify target fish. 200 kHz tends to show shallow thermoclines better than 50 kHz.

In rough waters the display is occasionally interrupted due to below-the-ship air bubbles obstructing the sound path. This also occurs when the boat makes a quick turn or reverses movement. Lowering the picture advance speed may reduce the interruption. However, reconsideration of the transducer installation may be necessary if the interruption occurs frequently.



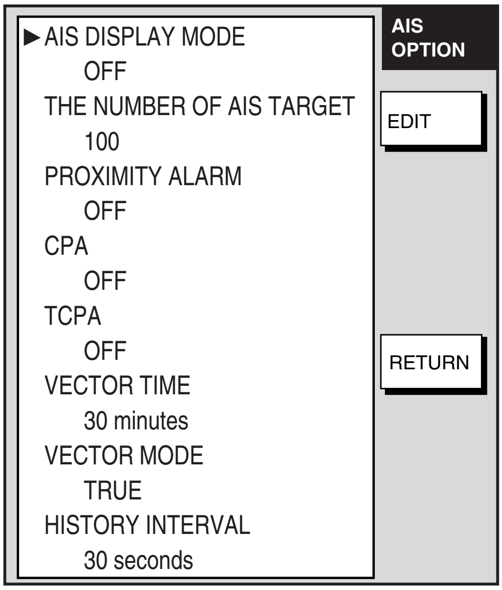
Surface noise/aeration

5. AIS OPERATION

Connected to an AIS Interface, your NavNet unit can show the name, position and other nav data of AIS transponder equipped ships.

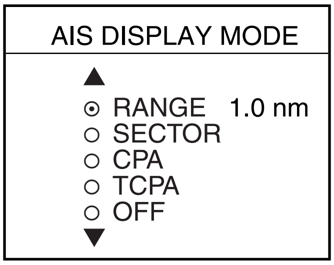
5.1 Turning AIS Feature On/Off

1. Press the **MENU** key to display the main menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.
4. Press the AIS OPTION soft key to show the AIS OPTION menu. (The AIS OPTION soft key is shown in grey unless the AIS Interface Unit or FURUNO FA-150 AIS Transponder is connected.)



AIS OPTION menu

5. Choose AIS DISPLAY MODE and press the EDIT soft key.



AIS DISPLAY MODE window

6. Choose desired option from the following and push the EDIT soft key.
   - RANGE: Choose to use the AIS function within the range you specify. Use the numeric keys to enter the range from own ship and then go to step 8.
   - SECTOR: Set an area from which to receive AIS data. Go to step 7.
   - CPA: Displays targets according to their CPA, from nearest to furthest.
   - TCPA: Displays targets according to their TCPA, from nearest to furthest.
   - OFF: Choose to turn off the AIS function, and then press the ENTER soft key.
7. **If you chose SECTOR,** do the following to set the area to use.

   Choose the radar display if it is not already displayed. Head-up mode is chosen automatically.

   a) Rotate the **ENTER** knob to set the left side of the sector and push the **ENTER** knob.

   b) Rotate the **ENTER** knob to set the right side of the sector and push the **ENTER** knob.
8. Press the ENTER soft key.
9. Press the **MENU** key twice to close the menu.

Note 1: For the OFF setting, all AIS symbols are erased from the screen, however AIS functions continue internally.

Note 2: AIS symbols are momentarily erased after the screen is redrawn when bow direction is changed in the Head-up mode.

Note 3: AIS is automatically turned off under any of the conditions noted below.

a) EPFS (Electric Position Fixing System) or gyro alarm generated.
b) Manual ship's position is used.
c) DTM (Datum reference) sentence with no WGS-84 is received.

Note 4: In case of multiple display units connected via the NavNet network, the AIS feature can only be turned on or off from the display unit to which the AIS transponder is connected.

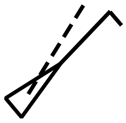
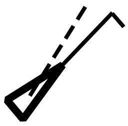
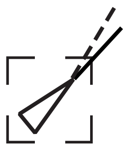
Vector mode

You may reference the vector to North (True, requires heading and speed data) or ship's heading (Relative) as desired on the AIS option menu.

5.2 AIS Symbols

When RANGE or SECTOR is selected, AIS-equipped ships are marked on the display at their current position with the appropriate AIS symbol as shown below.

AIS symbols

Symbol	Description
 Activated target	Activated automatically or manually. The dashed line shows ship’s SOG and COG (or STW and CTW). The solid shows target bearing.
 Dangerous target	A target whose CPA and TCPA are within the CPA and TCPA values set by the operator.
 Lost target	A target is declared a lost target when no data is received for three to five reporting intervals. When this occurs, the target is marked with the (flashing) lost target symbol.
 Target selected for data display	Target selected on radar display. (Dashed square does not appear when target is selected on plotter display.)

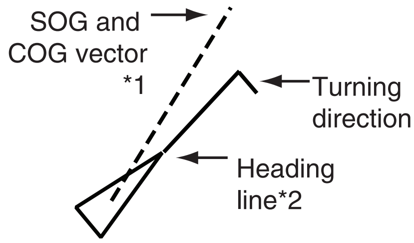
5.3 Setting Number of AIS Targets to Display

Up to 100 of the closest AIS targets may be displayed on the screen. If you do not require all targets you choose the number of targets to display, from 1-100.

1. Press the **MENU** key to display the main menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.
4. Press the AIS OPTION soft key to show the AIS OPTION menu.
5. Choose THE NUMBER OF AIS TARGET and press the EDIT soft key.
6. Enter the number of AIS targets you wish to display and press the ENTER soft key.
7. Press the **MENU** key to close the menu.

5.4 Activating Targets

Use the trackball to place the cursor on the sleeping AIS target (indicates only the presence of a vessel equipped with AIS in a certain location) you wish to activate; that is, know more about a vessel's motion.

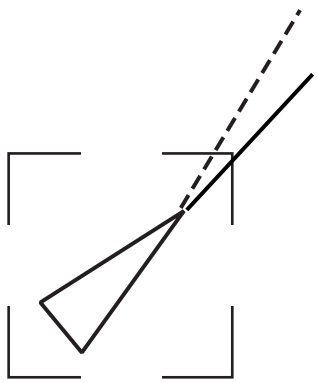


Activated target

*1: Vector shows STW (speed thru water) and CSE (course) when water tracking mode is selected at the radar.
*2: If there is no heading data, the line points in direction of COG.

5.5 Displaying Target Data

Plotter display: Place the cursor on an AIS target symbol.
Radar display: Place the cursor on an AIS target symbol. Press the TARGET soft key then the TARGET INFO soft key.



Activated target selected for data display (radar display only)

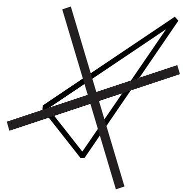
MMSI No. →	MMSI 123456789
Ship's Name →	NAME QUEEN ELIZABETH
Course over Ground*, Speed over Ground# →	COG 359° SOG 23.2kt
CPA and TCPA →	CPA 2nm TCPA 12:35
Bearing, Range →	BRG 359.4 RNG 10.8nm
Beam, Length →	BEAM 32m LENGTH 294m

* = CSE (course) when water tracking mode is selected at radar.
= STW (speed thru water) when water tracking mode is selected at radar.

AIS target data display

5.6 Lost Target

A target is declared a lost target when no data is received for three to five reporting intervals. When this occurs, the target is marked with the (flashing) lost target symbol. However, the target which becomes a lost target is a activated target or a sleeping target within the lost target range.



Lost target

Confirming a lost target

1. Use the trackball to place the cursor where there is no ARPA target, marks or lines.
2. Push the **ENTER** knob.

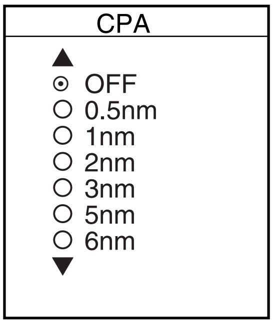
5.7 Setting CPA and TCPA

When the predicted CPA of any target becomes smaller than a preset CPA alarm range or its predicted TCPA less than a preset TCPA alarm limit, an audio alarm sounds, the messages CPA ALARM and TCPA ALARM appear, and the speaker icon appears (in red). In addition, the AIS target plot symbol of the offending target changes to a triangle and flashes together with its vector. You may silence the audio alarm with the **CLEAR** key. Press the **ALARM** key and the message “COLLISION ALARM” appears. Press the CLEAR soft key to acknowledge the alarm. The flashing of the triangle plot symbol continues until you intentionally terminate tracking of the target. The ARP continuously monitors the predicted range at the Closest Point of Approach (CPA) and predicted time to CPA (TCPA) of each track to own ship.

This feature helps alert you to targets which may be on a collision course with own ship. However, it is important that gain, A/C SEA, A/C RAIN and other radar controls are properly adjusted and the ARP is set up so that it can track targets effectively.

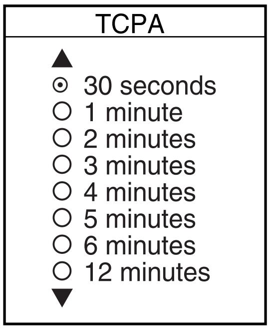
CPA/TCPA alarm ranges must be set up properly taking into consideration the size, tonnage, speed, turning performance and other characteristics of own ship.
Follow the steps shown below to set the CPA/TCPA alarm range:

1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.
4. Press the AIS OPTION soft key to show the AIS OPTION menu.
5. Choose CPA and then press the EDIT soft key to show the CPA window.



CPA window

6. Select a CPA limit desired from 0.5 nm, 1 nm, 2 nm, 3 nm, 5 nm and 6 nm with the **Trackball**.
7. Press the ENTER soft key.
8. Choose TCPA.
9. Press the EDIT soft key to show the TCPA window.



TCPA window

10. Select a TCPA limit from 30 sec, 1 min, 2 min, 3 min, 4 min, 5 min, 6 min and 12 min.
11. Press the ENTER soft key.
12. Press the **MENU** key to close the menu.

5.8 Proximity Alarm

The proximity alarm alerts when there are AIS targets within the range you set. When an AIS target comes within the proximity alarm range, the message AIS TARGET COMES CLOSE appears.

1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.
4. Press the AIS OPTION soft key to show the AIS OPTION menu.
5. Choose PROXIMITY ALARM and push the **ENTER** knob.
6. Enter proximity alarm range (0.01-24 nm) and press the ENTER soft key.
7. Press the **MENU** key to close the menu.

5.9 Showing, Hiding AIS Target Tracks

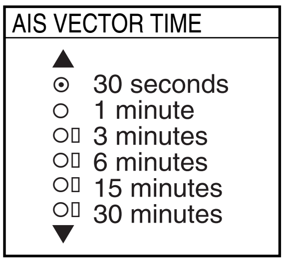
AIS target tracks may be shown or hidden as follows

1. Press the **MENU** key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the **Cursor pad** to select TARGET TRACK DISPLAY.
3. Press the EDIT soft key to show the target track display window.
4. Use the **Cursor pad** to select one of the following:
   OFF (no ARP nor AIS): Turn off target tracks.
   ON (ARP and AIS): Turn on target tracks
   ARP ONLY (ARP equipped): Show only ARP tracks.
   AIS ONLY (AIS equipped): Show only AIS tracks.
   BOTH: Show both ARP and AIS tracks.
5. Press the ENTER soft key.
6. Press the **MENU** key to close the menu.

5.10 Choosing Vector Time

The vector is the line extending from a tracked target which shows estimated speed and course of the target. The vector tip shows an estimated position of the target after the selected vector time elapses. It can be useful to extend the vector length (time) in order to evaluate the risk of collision with any target.

1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.
4. Press the AIS OPTION soft key to show the AIS OPTION menu.
5. Choose VECTOR TIME and then press the EDIT soft key to show the AIS vector time window.

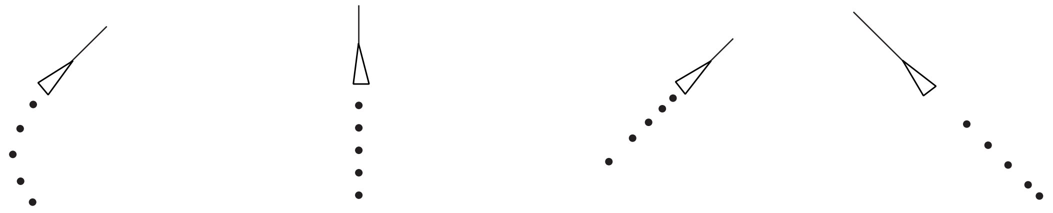


AIS vector time window

6. Operate the **Cursor pad** to select vector time among 30 sec, 1 min, 3 min, 6 min, 15 min and 30 min.
7. Press the ENTER soft key.
8. Press the **MENU** key to close the menu.

5.11 Displaying Past Positions of AIS Targets

You can display time-spaced dots (maximum ten dots) marking the past positions of any AIS targets being tracked. You can evaluate a target's actions by the spacing between dots. Below are examples of dot spacing and target movement.

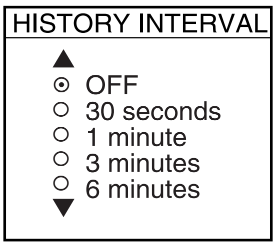


(a) Ship turning　(b) Ship running straight　(c) Ship reduced speed　(d) Ship increased speed

AIS past position displays

To turn the AIS past position display on or off:

1. Press the **MENU** key to display the main menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.
4. Press the AIS OPTION soft key to show the AIS OPTION menu.
5. Choose HISTORY INTERVAL and then press the EDIT soft key.



History interval window

6. Operate the **Cursor pad** to select history interval among 30 sec, 1 min, 3 min and 6 min, or select OFF to turn off the past position display.
7. Press the ENTER soft key.
8. Press the **MENU** key to close the menu.

6. DATA TRANSFER

This chapter provides information for saving and replaying data to and from memory cards, uploading and downloading data, loading waypoint data from Yeoman, and outputting data through the network.

6.1 Memory Card Operations

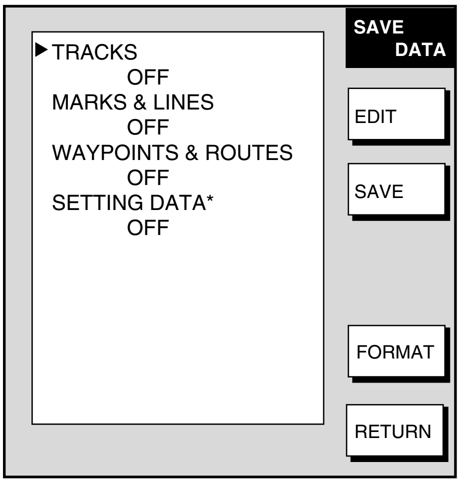
The memory cards store these data: marks, lines, waypoints, routes, track, position, water temperature and setting data (plotter only). The following memory cards may be used:

Kingstone: SD-M64B1 (64 MB), SD-M128B1 (128 MB)
Viking: SD-M32B1 (32 MB), SD-M64B1 (64 MB)
EP Memory: 32 MB, 64 MB
SANDISK: SDSDB-64-J60 (64 MB), SDSDB-128-J60 (128 MB)
Panasonic: RP-SD064BL1A (64 MB), RP-SD128BL1A (128 MB)
Toshiba: SD-NA064MT (64 MB), 128 SD-NA128MT (128 MB)

6.1.1 Deleting all data from memory cards (other than chart data)

Follow the procedure below to delete all data other than chart data from a memory card.

1. Insert a blank memory card into the card slot.
2. Press the **MENU** key followed by the SYSTEM CONFIGURATION, DATA TRANSFER, UPLOAD/DOWNLOAD DATA and SAVE DATA TO MEMORY CARD soft keys to show the SAVE DATA menu.



* = Plotter data only

Save data menu

3. Press the DELETE soft key. You are asked if you are ready to delete the memory card.
4. Push the **ENTER** knob to delete (or press the **CLEAR** key to escape). Do not remove the card while its contents are being deleted. When the deleting is completed, "COMPLETED DELETING USER DATA. PUSH ENTER KNOB TO CONTINUE." appears.
5. Push the **ENTER** knob to continue.

Note: If the memory card was not inserted correctly, the message “FAILED TO FORMAT MEMORY CARD.” appears.

6.1.2 Saving data to a memory card

1. Insert a formatted memory card into the slot.
2. Press the **MENU** key followed by the SYSTEM CONFIGURATION, DATA TRANSFER, UPLOAD/DOWNLOAD DATA and SAVE DATA TO MEMORY CARD soft keys to show the SAVE DATA menu.
3. Use the **Cursor pad** to select item to save.
4. Press the EDIT soft key.
5. Use the **Cursor pad** to select ON.
6. Press the ENTER soft key.
7. Repeat steps 3 to 6 to choose other data to save if desired.
8. Press the SAVE soft key, then press the **ENTER** knob. The message “NOW SAVING DATA TO MEMORY CARD. DO NOT TURN OFF DISPLAY UNIT UNTIL COMPLETED.” appears.

When saving is completed, “COMPLETED SAVING DATA. PUSH ENTER KNOB TO CONTINUE.” appears. Push the **ENTER** knob to continue.

Memory card messages

Various memory card messages appear to alert you to memory card-related error. These are tabulated below.

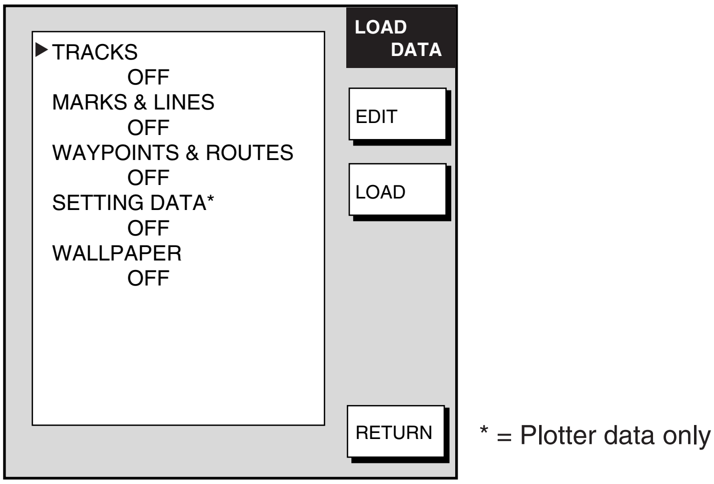
Memory card messages

Message	Reason	Remedy
Memory card is not inserted. Please insert memory card. Push ENTER knob to continue.	Memory card not inserted.	Push the **ENTER** knob to return to the SAVE DATA display and then insert card.
Overwrite data? (Track) (Mark) (WPT) (Config)	Data type to be recorded exists on memory card. (Two or more of same type of data cannot be recorded.)	Push the **ENTER** knob to overwrite same data type on the card, or press the **CLEAR** key to escape.
Failed to save data. Push ENTER knob to continue.	Could not save data.	Push the **ENTER** knob to continue.

6.1.3 Playing back data from a memory card

Data (track, marks, lines, waypoints, routes and setting data) can be loaded from a memory card and displayed on the screen. This feature is useful for observing past data and setting up the equipment for a specific purpose with "setting data."

1. Press the **MENU** key followed by the SYSTEM CONFIGURATION and DATA TRANSFER soft keys.
2. Press the UPLOAD/DOWNLOAD DATA soft key.
3. Press the LOAD DATA FROM MEMORY CARD soft key to show the LOAD DATA menu.



Load data menu

4. Use the **cursor pad** to select item to load.
5. Press the EDIT soft key. (The EDIT soft key is inoperative when no memory card is inserted or there is no data in the memory card.)
6. Use the **cursor pad** to select ON. (Select OFF not to load selected data.) Press the ENTER soft key. If the memory card does not contain the item selected, the unit beeps and ON cannot be selected.
7. After selecting all items desired, press the LOAD soft key, then press the **ENTER** knob. The message "NOW LOADING FROM MEMORY CARD." appears.
8. After loading is completed, the message "COMPLETED LOADING DATA. PUSH ENTER KNOB TO CONTINUE." appears. Push the **ENTER** knob to continue.

<u>**Notes on loading data**</u>

Tracks: Since loaded track data is added to internal track, oldest track will be erased when the track memory capacity is exceeded.
Waypoints & routes: The loaded data replaces like stored data.
Marks & lines: The loaded data is added to internal data. When the mark/line memory becomes full no marks may be entered.
Setting data: The loaded data replaces current configuration settings. If the memory card contents could not be loaded, push the **ENTER** knob to restart with default settings. Note that track memory capacity is not saved or loaded. To use loaded setting data, turn the power off and on again.
Wallpaper: Load desired wallpaper.

6.2 Uploading, Downloading Data

You can upload/download waypoints, routes, marks and lines from/to a PC, through the DATA 4 port at the rear of the display unit. Note that radar and sounder data cannot be uploaded or downloaded.

6.2.1 Setting communication software on the PC

The communication format (RS-232C) with the PC is as follows:

Baud Rate:	4800 bps
Character Length:	8 bits
Stop bit:	1 bit
Parity:	None
X Control:	XON/XOFF (fixed)

The following data can be downloaded/uploaded between a PC and this equipment:

Waypoint data (In alphanumeric order)

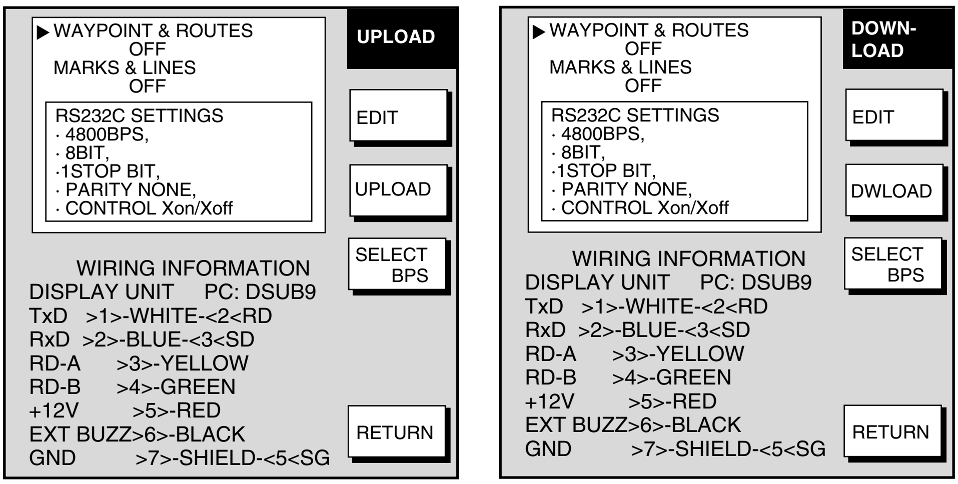
Route data (In order of route number)

End of sentence

Note 1: There are two kinds of data for route data: route data and route comment data.
Note 2: DGPS position fix is not available when uploading or downloading data.
Note 3: Wiring information appears on the UPLOAD or DOWNLOAD menu.

6.2.2 Uploading or downloading data

1. Connect the PC to the equipment.
2. Press the **MENU** key to show the main menu.
3. Press the SYSTEM CONFIGURATION soft key.
4. Press the DATA TRANSFER soft key.
5. Press the UPLOAD/DOWNLOAD DATA soft key.
6. Press the DOWNLOAD WPT/ROUTE TO PC or UPLOAD WPT/ROUTE FROM PC soft key.



Upload and download menus

7. To change the baud rate, press the SELECT BPS soft key.

BAUD RATE
▲
⊙ 4800 bps
○ 9600 bps
○ 19200 bps
▼

Baud rate window

8. Select baud rate, then press the ENTER soft key.
9. Press the DWLOAD or UPLOAD soft key. You are asked if you are ready to download or upload waypoints and routes.
10. Push the **ENTER** knob to download (upload).

Waypoint data format

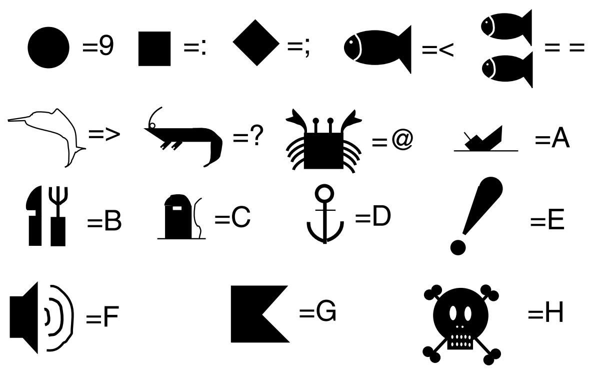
```
PFEC, GPwpl, llll.llll, a, yyyyy.yyy, a, c----c, c, c----c, a <CR><LF>
                1       2      3      4     5    6    7     8
```

Waypoint data format

1: Waypoint latitude
2: N/S
3: Waypoint longitude
4: E/W
5: Waypoint name (Number of characters is fixed to 6 and space code is placed when the number of characters are less than 6.)
6: Waypoint color
7: Waypoint comment (1 byte for mark code + 13 characters of comment.)
   1st byte of mark code: Fixed to “@”.
   2nd byte of mark code: Internal mark code. See Note 1.
8. Information of marking waypoint. Always set to “A”.
   “A”: Displayed
   “V”: Not displayed

Note 1: The following characters can be used for comments:

_ABCDEFGHIJKLMNOPQRSTUVWXYZ0123456789&'#



Characters available for comment

Route data menu

```
$GPRTE, x, x, a, ccc, c----c, c----c, ... , c----c <CR><LF>
        1  2  3  4    5       6             12
```

Route data format

1: Number of sentences required for one complete route data (1 to 4). See Note 2.
2: Number of sentences currently used (1 to 4)
3: Message mode (Always set to C)
4: Route No. (001 to 300, 3 digits required)
5 through 12: Waypoint name (Max. 8 names, length of each waypoint name is fixed to 7 byte)

Note : A route can may contain 35 waypoints, and the GPRTE sentence for one route data may exceed 80 byte limitation. In this case, route data is divided into several GPRTE sentences (Max. 4 sentences). This value shows the number of sentences the route data has been divided.

Route comment data format

```
$PFEC, GPrtc, xx, c----c <CR><LF>
              1   2
```

Route comment format

1: Route No. (01 to 200, 3 digits required)
2: Route comment (Max. 16 characters, variable length)

The same characters of the comment for waypoint comment can be used.

End of sentence

```
$PFEC, GPxfr, CTL, E <CR><LF>
```

End of sentence

Mark data menu

```
$PFEC, GPmrk, xxxxxxxx, xxxxxxxx, xxxxxxxx, x, x, x, xxxxxxxx, c----c<CR><LF>
              1         2         3         4  5  6  7         8
```

Mark data format

1: Geodetic latitude (Latitude in minutes, hexadecimal)
2: Longitude (longitude in minutes, hexadecimal)
3: Mercator latitude (latitude in minutes, hexadecimal)
4: Mark code
5: Color (0: black, 1: red, 2: yellow, 3: green, 4: light-blue, 5: purple, 6: blue, 7: white)
6: Status (hexadecimal number)
(b0: (0/1)=mark/line), b1: (0/1)=(memory/replay)
b2: reserve
b3: External event (0/1)=(no/YES), b4: Line connection (=1: connect to the previous)
b [5, 6]: Line type
7: Time entered (Hexadecimal number, total seconds from 1986/1/1 00:00:00 as reference)
8: Comment (Max. 15 characters, including the code not required for NMEA)

6.3 Loading Waypoint Data from Yeoman

Waypoint data can be loaded from a Yeoman to this equipment. Connect the Yeoman to a DATA port on this equipment and then follow the procedure below.

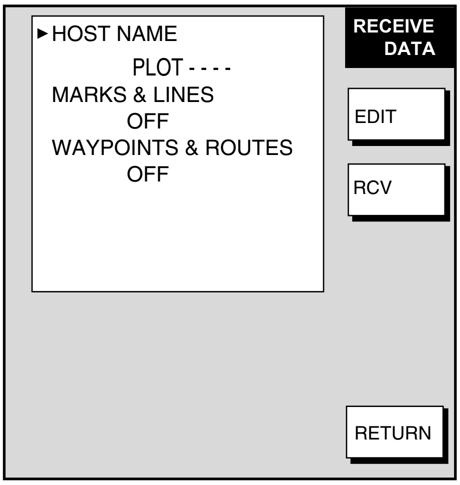
1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION key.
3. Press the DATA TRANSFER soft key.
4. Press the RECEIVE YEOMAN DATA soft key.
5. You are asked if you are sure to receive waypoint data from Yeoman equipment. Push the **ENTER** knob to receive the data. The message “NOW RECEIVING YEOMAN DATA. PUSH SOFT KEY ‘STOP’ TO STOP RECEIVING.” Is displayed. If waypoint capacity is reached the message “WAYPOINTS FULL. NO MORE WAYPOINT CAN BE RECEIVED. PUSH ANY KEY TO STOP.” appears. To stop receiving, press the STOP soft key.

After waypoints have been received, press the **MENU** key.

6.4 Receiving Data Via Network Equipment

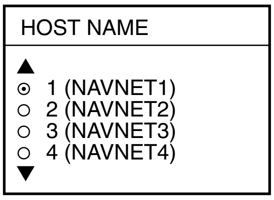
1. You can receive waypoints, routes, marks and lines from NavNet equipment.

2. Press the **MENU** key.
3. Press the SYSTEM CONFIGURATION soft key.
4. Press the DATA TRANSFER soft key.
5. Press the RECEIVE DATA VIA NETWORK soft key.



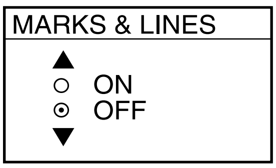
Receive data menu

6. Select HOST NAME, then press the EDIT soft key.



Host name window

7. Use the **cursor pad** to choose host name from which to receive data, then push the **ENTER** knob.
8. Select the data you wish to receive, then press the EDIT soft key. For example, select MARKS & LINES.



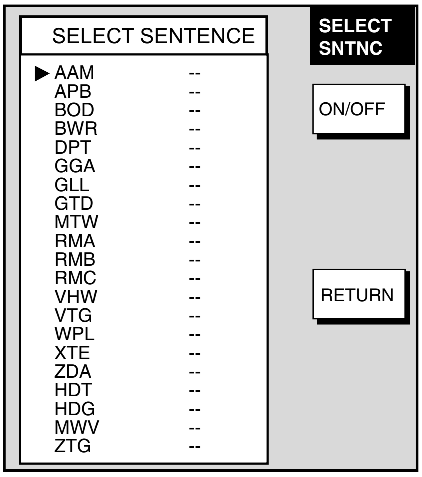
Marks & lines window

9. Select ON or OFF as appropriate, then press the ENTER soft key.
10. Turn WAYPOINTS & ROUTES on or off as appropriate.
11. Press the RCV soft key followed by the **ENTER** knob. The message “NOW RECEIVING DATA.” is displayed. If no data could be found, the message “(HOST NAME)’ IS NOT FOUND.” appears. When the transfer is completed, the message “DATA TRANSFER COMPLETED. PUSH ENTER KNOB TO CONTINUE.” appears. Push the **ENTER** knob to finish.
12. Press the **MENU** key to close the menu.

6.5 Outputting Data Through the Network

Follow the procedure below to output data through the network. To prevent trouble, do not output the same data from multiple sources.

1. Press the **MENU** key to open the menu.
2. Press the SYSTEM CONFIGURATION, SYSTEM SETUP, PORT SETUP and OUTPUT THROUGH NETWORK soft keys.



Select sentence menu

3. Select sentence with the **cursor pad**.
4. Press the ON/OFF soft key to turn sentence on or off.
5. Press the RETURN soft key.
6. Press the **MENU** key to close the menu.

AAM: Waypoint arrival alarm
APB: Autopilot sentence B
BOD: Bearing origin to destination
BWR: Bearing and distance to waypoint - rhumb line
DPT: Depth
GGA: Global positioning system(GPS) fix data
GLL: Geographic position - latutude/longitude
GTD: Own ship information-TD
MTW: Water temperature
RMA: Recommended minimum specific LORAN-C data
RMB: Recommended minimum navigation information
RMC: Recommended minimum specific GPS/TRANSIT data
VHW: Water speed and heading
VTG: Course over ground and ground speed
WPL: Waypoint location
XTE: Cross-track error, measured
ZDA: Time and date
HDT: Heading true,
HDG: Heading, deviation and variation
MWV: Wind speed and angle
ZTG: Time to go

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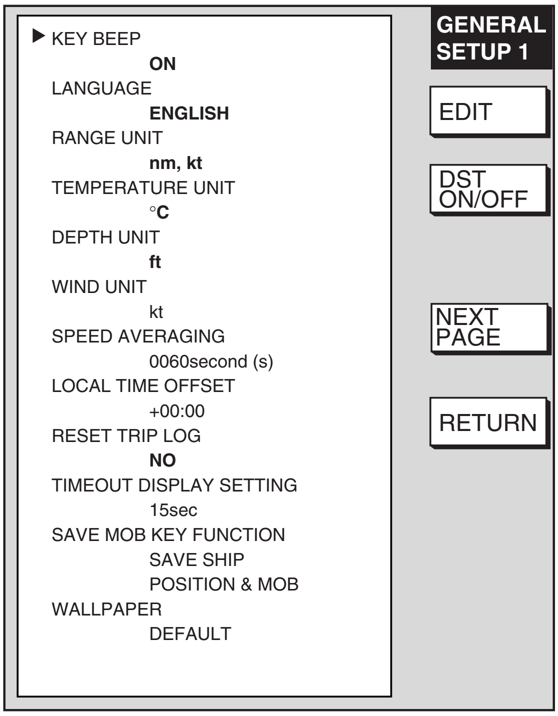
7. CUSTOMIZING YOUR UNIT

This chapter describes the various options which allow you to set up your unit to suit your needs. For mode-specific menus, e.g. radar, plotter and sounder, make sure that you select the appropriate display when making changes or viewing menu options.

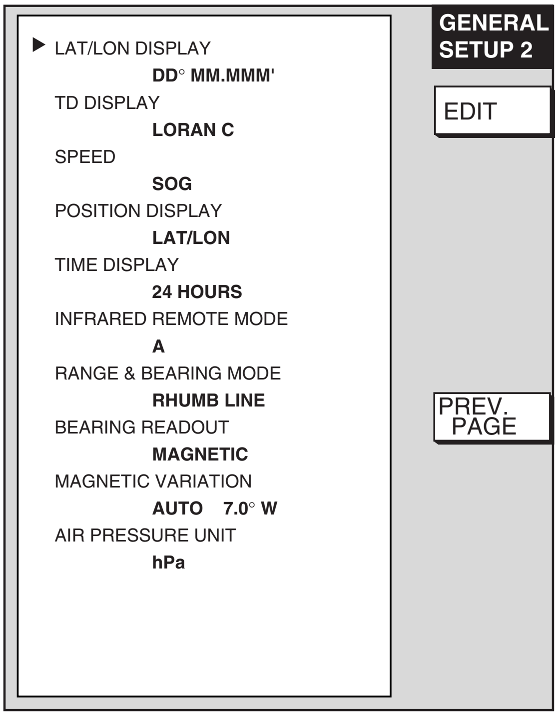
7.1 General Setup

This paragraph shows you how to set up functions common to the plotter, radar and sounder displays. This is done on the GENERAL SETUP menu, which you may display from any mode. These items include language, key beep, units of measurement, data sources, etc.

1. Press the **MENU** key to display the main menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.



Page 1



Page 2

General setup menu

4. Press the NEXT PAGE or PREV. PAGE soft key to switch pages if necessary.
5. Use the **Cursor pad** to select item.
6. Press the EDIT soft key.
7. Use the **Cursor pad** to select option desired, then press the ENTER soft key.
8. Press the **MENU** key to close the menu.

Contents of general setup menu

Item	**Description**	**Settings**
Key Beep	Turns key beep on/off.	On, Off
Language	Chooses menu language.	English, French, German, Italian, Portuguese, Spanish, Danish, Swedish, Norwegian
Range Unit	Chooses unit of range and speed measurement.	nm, kt; km, km/h; sm, mph; nm & yd, kt; nm & m, kt; km & m, km/h; sm & yd, mph
Temperature Unit	Chooses unit of water temperature measurement.	°C,°F
Depth Unit	Chooses unit of depth measurement.	m, ft, fa, P/B (Passi/Braza)
Wind Unit	Chooses unit of wind measurement.	Kt, km/h, MPH, m/s
Wind Data	Chooses how to display wind data.	**Apparent:** The wind felt aboard a moving vessel. It is the combination of the true wind and the boat wind. **True:** The true speed and direction of the wind, not modified by the effects of the boat's movement.
Speed Averaging	Calculation of ETA is based on average ship's speed over a given period. If the period is too long or too short, calculation error will result. Change this setting if calculation error occurs. The default setting is suitable for most conditions.	0-9999 seconds
Local Time Offset	Enter time difference between local time and UTC time to use local time.	-13:30 to +13:30. For multiple display unit configuration, all units should have the same time offset.
Reset Trip Log	Resets trip log.	Yes, No
Timeout Display Setting	Sets number of seconds to show a window (for example, BRILL, GAIN) before it is erased from the screen.	15 s, 30 s, 60 s, Continue (no timeout)
Save MOB Key Function	Defines the function of the **SAVE/MOB** key.	**Save Ship Position & MOB:** Short press to save ship position, long press to save MOB. **MOB Without Confirmation:** Position saved as MOB position without confirmation. This setting is only effective with automatic range selection and with waypoint marker displayed on radar display. **Quick Point Function:** Position saved as quick point.
Wallpaper	Chooses what to display in menu background. Requirements for user wallpaper Size: 252 KB or less, 480(H)x640(V) Name: wallpaperv.png No. of Colors: 256 Compression Level: None Interlace: None Permeation Color: None	**Default:** Default wallpaper **User:** User wallpaper. To use your own wallpaper, save Microsoft Photo Editor or Adobe Photoshop created png image (see conditions at left) to SD card, load file to equipment (see Chapter 6) and then choose this User option.
Lat/Lon Display	Chooses how many digits (or seconds) to display after decimal point in latitude and longitude position.	DD°MM.MM', DD°MM.MMM', DD°MM.MMMM', DD°MM'SS.S"

(Con't on next page)

Contents of general setup menu (con't from previous page)

Item	Description	Settings
TD Display	Chooses type of TD to display.	Loran C, Decca
Speed	Chooses speed format to display.	SOG (Speed over ground), STW (Speed through water)
Position Display	Chooses how to display position. **Examples of MGRS indications:** **18S:** Locating a point within the Grid Zone Designation **18SUU:** Locating a point within a 100,000-meter square **18SUU80:** Locating a point within a 10,000-meter square **18SUU8401:** Locating a point within a 1,000-meter square **18SUU836014:** Locating a point within a 100-meter square	Latitude, Longitude; Loran or Decca TDs, or MGRS (Military Grid Reference System). **What is MGRS?** For convenience, the world is generally divided into 6° by 8° geographic areas, each of which is given a unique identification, called the Grid Zone Designation. These areas are covered by a pattern of 100,000-meter squares. Each square is identified by two letters called tie 100,000-meter square identification. This identification is unique within the area covered by the Grid Zone Designation. Exceptions to this general rule have been made in the post to preserve the 100,000-meter identifications on mapping that already exists. A reference keyed to a gridded map of any scale is made by giving the 100,000-meter square identification together with the numerical location. Numerical references within the 100,000-mater square are given to the desired accuracy in terms of the easting (E) and northing (N) grid coordinates for the point. The Grid Zone Designation usually is prefixed to the identification when references are made in more than one grid zone designation area.
Time Display	Chooses time notation.	12 hours, 24 hours
Infrared Remote Mode	A remote controller can be set exclusively for use with a specific display unit, in the case of multiple NavNet display units. For further details see the Installation Manual.	A, B, C, D

(Con't on next page)

Contents of general setup menu (con't from previous page)

Item	Description	Settings
Range & Bearing Mode	Chooses how to calculate range and bearing.	**Great Circle:** Shortest course between two points on the surface of the earth. **Rhumb Line:** Straight line drawn between two points on a nautical chart.
Bearing Readout	Chooses bearing display format for course, course over ground and cursor bearing.	True, Magnetic
Magnetic Variation	The magnetic variations for all areas of the earth are preprogrammed into this unit. The preprogrammed variation is accurate for most instances, however you may wish to manually enter a variation. For manual input, select Manual, hit the EDIT soft key, enter value, then hit the ENTER soft key to set. "AUTO" requires position data.	Auto, Manual
Air Pressure Unit	Chooses unit of air pressure measurement.	HPa, mbar, mmHg, inHg
AIS OPTION soft key	See chapter 5.	

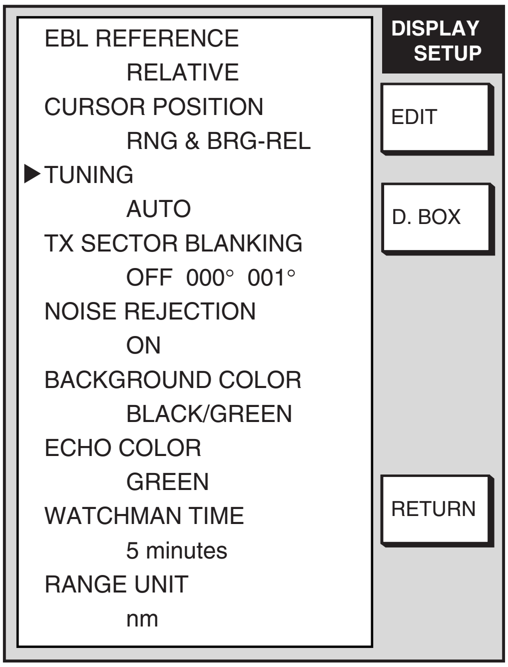
7.2 Radar Setup

This paragraph explains how to customize the radar display to suit your operational needs.

7.2.1 Radar display setup

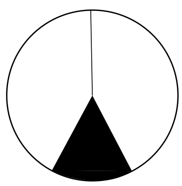
The radar display may be set up from the RADAR DISPLAY SETUP menu, which contains items such as EBL reference and cursor position format.

1. Press the **MENU** key to show the main menu.
2. Press the RADAR DISPLAY SETUP soft key.



Radar display setup menu

Contents of radar display setup menu

Item	Description	Settings
EBL Reference	References EBL bearing, shown in the EBL data box, to North (True) or heading (Relative). Relative with no heading input. True only in course-up, north-up and true motion.	True, Relative
Cursor Position	Chooses how to display cursor position. **Note:** "RNG & BRG-TRUE" requires heading data, true bearing. Reverts to relative bearing when heading data is lost.	LAT/LON: Lat/Long position of cursor TD: Loran C or Decca TDs RNG & BRG-REL: Range and bearing in relative bearing. RNG & BRG-TRUE: Range and bearing in true bearing. MGRS: MGRS format position
Tuning	Selects receiver tuning method. For further details see the paragraph "2.3 Tuning."	Auto, Manual
TX Sector Blanking	Turns on/off dead sector graphic, which shows area where no echoes are received. To set sector, select ON, then enter range. Max. sector is 135°. Dashed lines mark the dead sector. Note that noise may occasionally appear in the TX sector when the echo trail feature is turned on.  Dead sector	On, Off
Noise Rejection	Electrical noise, appearing on the screen as "speckles," may be suppressed with the noise rejector. Note that some forms of interference cannot be suppressed.	Off, Low, High

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Contents of radar display setup menu (con't from previous page)

Item	**Description**	**Settings**
Background Color	Chooses colors of background, range rings and characters. Effective when HUE soft key is set for MANUAL SET.	Black/Green Background: Black Rings: Green Characters: Green Black/Red Background: Black Rings: Green Characters: Red Blue/White Background: Blue Rings: White Characters: White DK Blue/White Background: Dark Blue Rings: Green Characters: Red White/Green Background: White Rings: Green Characters: Green
Echo Color	Chooses echo color.	Yellow, Green, Multi-color. (Multi-color shows echoes in red, yellow or green in order of descending strength.)
Watchman Time	Sets watchman stand-by period. For further details see the paragraph " 2.23 Watchman."	5, 10, 20 minutes
Range Unit	Select unit of range measurement.	nm, km, sm

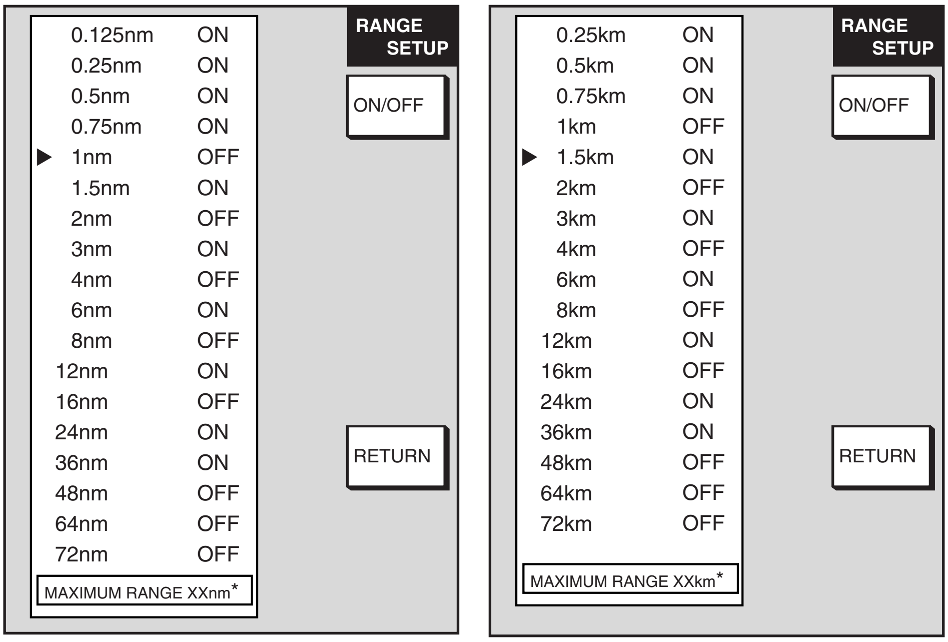
7.2.2 Radar range setup

You may choose the radar ranges you wish to use, from the RADAR RANGE SETUP menu. After choosing the ranges desired, change the range with the **RANGE** key to activate range settings. Available ranges depends on the radar used.

At least two ranges must be turned on. When less than two ranges are turned on you cannot escape from the RADAR RANGE SETUP menu.

Note that this function is not available with the GD-1720C.

1. Press the **MENU** key to show the main menu.
2. Press the RADAR RANGE SETUP soft key to show the RADAR RANGE SETUP menu.



* = Max. range depends on network radar used and is set on the network radar at installation.

Range unit: nm   Range unit: km

Radar range setup menu

3. Use the **Cursor pad** to select the range which you want to turn on or off.
4. Press the ON/OFF soft key to turn a range on or off as appropriate.
5. Press the RETURN soft key to register settings.
6. Press the **MENU** key to close the menu.

Model	**Maximum Range**
1824C, 1724C, 1734C	24 nm, km, sm
1834C	36 nm, km, sm
1934C	48 nm, km, sm
1944C	64 nm, km, sm
1954C, 1964C	72 nm, km, sm

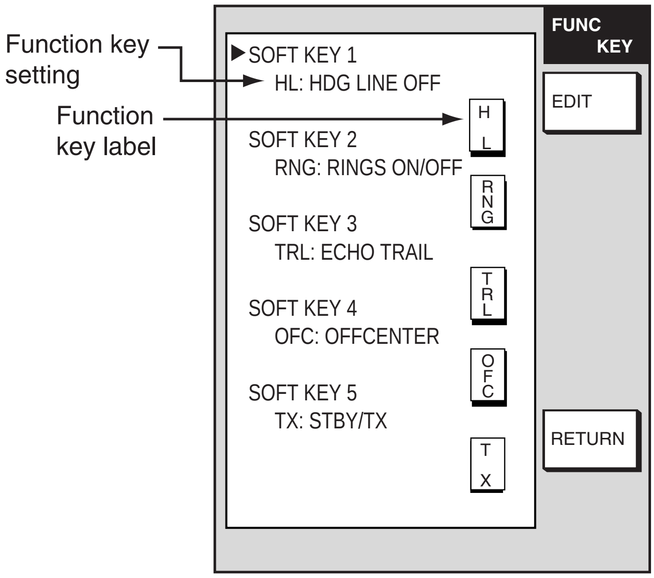
7.2.3 Function key setup

The function keys provide one-touch execution of a desired function. The default radar function key settings are as shown in the table below.

Function Key	Default Function	Function Key Label
1	Turn heading line off.	HL
2	Turn range rings on/off.	RNG
3	Turn echo trail on/off.	TRL
4	Turn display offcenter on/off.	OFC
5	STBY/TX	TX

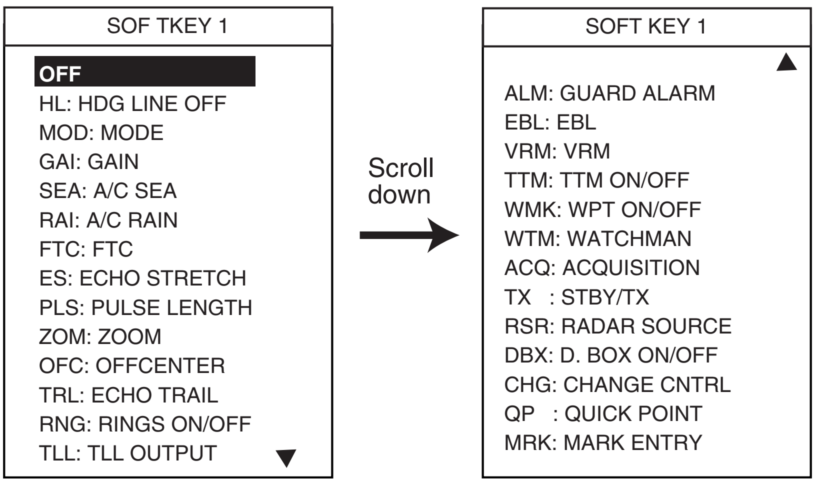
If the above settings are not to your liking you may change them as follows:

1. Press the **MENU** key.
2. Press the FUNCTION KEY SETUP soft key.



Radar function key menu

3. Select the function key you want to program, then press the EDIT soft key.



Radar function key options

4. Select function desired with the **Cursor pad**, then press the ENTER soft key or **ENTER** knob to register your selection.
5. Press the **MENU** key to close the menu.

Radar function keys

Menu Item	Function	Function Key Label
OFF	Assigns no function.	—
HL: HDG LINE OFF	Turns heading line off.	HL
MOD: MODE	Selects presentation mode.	MOD
GAI: GAIN	Shows gain sensitivity adjustment window.	GAI
SEA: A/C SEA	Shows A/C SEA adjustment window.	SEA
RAI: A/C RAIN	Shows A/C RAIN adjustment window.	RAI
FTC: FTC	Displays FTC window. Available with Model 1700 series radar. Inoperative otherwise.	FTC
ES: ECHO STRETCH	Turns echo stretch on/off.	ES
PLS: PULSE LENGTH	Sets pulselength (long or short).	PLS
ZOM: ZOOM	Turns zoom on/off.	ZOM
OFC: OFFCENTER	Press to shift display center to cursor location. Press again to turn shift off and return cursor to display center.	OFC
TRL: ECHO TRAIL	Starts/stops echo trails.	TRL
RNG: RINGS ON/OFF	Turns range rings on/off.	RNG
TLL: TLL OUTPUT	Outputs cursor position, in NMEA format, to navigator.	TLL
ALM: GUARD ALARM	Displays alarm soft keys.	ALM
EBL: EBL	Switches control between EBL1 and EBL2 with each press.	EBL
VRM: VRM	Switches control between VRM1 and VRM2 with each press.	VRM
TTM: TTM ON/OFF	Turns TTM (Tracked Target Message) display on/off.	TTM
WMK: WPT ON/OFF	Turns waypoint marker on/off.	WMK
WTM: WATCHMAN	Turns watchman on/off.	WTM
ACQ: ACQUISITION	Acquires and tracks cursor-selected target. (Requires ARP-equipped Model 18x4/19x4 series network radar.)	ACQ
TX: STBY/TX	Toggles between standby and transmit	TX
RSR: RADAR SOURCE	Selects source for radar picture.	RSR
DBX: D. BOX ON/OFF	Turns data boxes on/off.	DBX
CHG: CHANGE CNTRL	Changes display control in combination display.	CHG
QP: QUICK POINT	Quick point function	QP
MRK: MARK ENTRY	Enters the mark at the cursor position.	MRK

Note: To use CHANGE CNTRL set it on all displays, with the same soft key number.

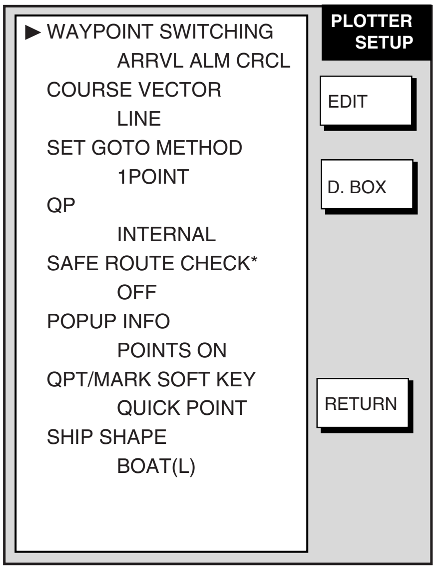
7.3 Plotter Setup

This paragraph provides the information necessary for setting up the plotter display.

7.3.1 Navigation options

Navigation options, for example, waypoint switching method, may be set on the PLOTTER SETUP menu. For C-MAP specification, this menu is followed by the PLOTTER SETTINGS menu.

1. Show the plotter display, then press the **MENU** key open the main menu.
2. Press the PLOTTER SETUP soft key.



*: C-MAP only.

Plotter setup menu

Contents of plotter setup menu

Item	Description	Settings
Waypoint Switching	Chooses waypoint switching method. See “switching waypoints” on page 3-45.	Perpendicular, Arrvl Alm Crcl, Manual
Course Vector	You may extend a line from the own ship position to show ship’s course. It may be a vector (length depends on ship’s speed) or a simple line (course bar).	Vector, Line, Off
Set GOTO Method	Sets the method by which to navigate to a quick point. See “3.10.1 Navigating to a quick point.”	1 Point, 35 Points, 35 Pts/Port Service
QP	Set “EXT WPT (RMB)” when a destination waypoint is displayed from a external navigation equipment.	EXT WPT (RMB), Internal
Safe Route Check (C-MAP only)	The safe route check feature checks for interfering objects (such as wrecks) within a route when creating or editing a route.	On, Off

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Popup Info (C-Map only)	You may show the information for objects as below. OFF: No information appears. ALL ON: When the cursor is placed on anywhere on chart, the information for that location appears. POINTS ON: When the cursor is placed on an object symbol, the information for it appears.	ALL ON, POINTS ON, OFF
QPT/MARK Soft Key	Chooses the function of the uppermost soft key on the plotter display between QUICK POINT and MARK ENTRY. QUICK POINT: Enters the quick point at the cursor or own ship position. MARK ENTRY: Enters the mark at the cursor or own ship position.	QUICK POINT, MARK ENTRY
SHIP SHAPE	Chooses configuration for own ship marker.	BOAT(L), BOAT(S), CIRCLE, CROSS
D. BOX (soft key)	Sets up data boxes. See paragraph 7.5.	

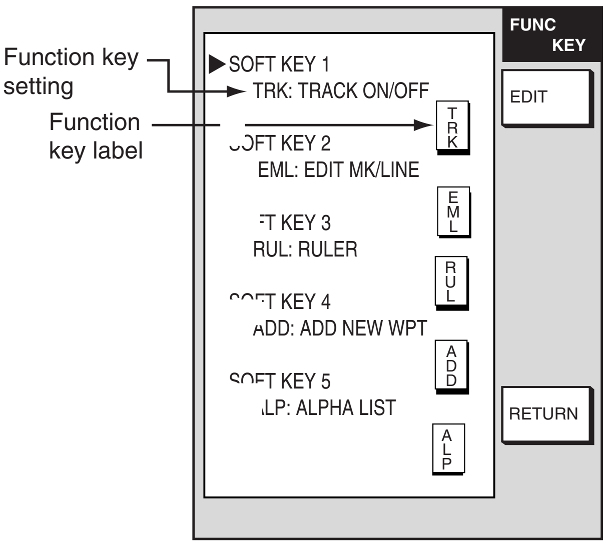
7.3.2 Function key setup

The function keys provide one-touch execution of a desired function. The default plotter function key settings are as shown in the table below.

Function Key	Default Function	Function Key Label
1	Start/stop recording/plotting own ship’s track.	TRK
2	Edit mark/line.	EML
3	Ruler (measure range and bearing between two points).	RUL
4	Add new waypoint.	ADD
5	Alphanumeric waypoint list.	ALP

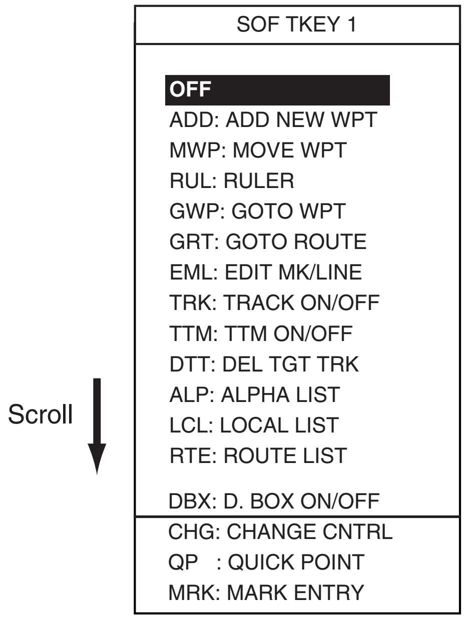
If the above settings are not to your liking you may change them as follows:

1. Press the **MENU** key.
2. Press the FUNCTION KEY SETUP soft key.



Plotter function key menu

3. Select the soft key you want to program, then press the EDIT soft key. A menu shows the functions available and the current selection is highlighted.



Plotter function key options

4. Select function desired with the **Cursor pad**, then press the ENTER soft key or **ENTER** knob to register your selection.
5. Press the **MENU** key to close the menu.

Plotter function keys

Menu Item	Function	Function Key Label
OFF	Assigns no function.	—
ADD: ADD NEW WPT	Registers waypoint at cursor position. Place cursor for waypoint location, then press function key.	ADD
MWP: MOVE WPT	Moves selected waypoint to different position. Select waypoint, press function key, select new position, then press the **ENTER** knob.	MWP
RUL: RULER	Measures range and bearing between two points. Press START POINT soft key to change starting point if necessary. Range and bearing between two points appears at the top of the screen.	RUL
GWP: GOTO WPT	Specify waypoint to set as destination. Enter waypoint name in window, then press the ENTER soft key.	GWP
GRT: GOTO ROUTE	Specify route to follow. Enter route name in window, then press the ENTER soft key.	GRT
EML: EDIT MK/LINE	Displays mark & line menu. Press appropriate soft key to access menu item.	EML
TRK: TRACK ON/OFF	Each press starts or stops recording/plotting own ship's track.	TRK
TTM: TTM ON/OFF	Turns TTM (target track) display on/off.	TTM
DTT: DEL TGT TRACK	Erases all TTM track.	DTT
ALP: ALPHA LIST	Displays waypoint alphanumeric list.	ALP
LCL: LOCAL LIST	Displays waypoint local list.	LCL
RTE: ROUTE LIST	Displays route list.	RTE
DBX: D. BOX ON/OFF	Shows/hides data boxes.	DBX
CHG: CHANGE CNTRL	Changes control in combination screen.	CHG
QP: QUICK POINT	Quick point function	QP
MRK: MARK ENTRY	Enters the mark at the cursor position.	MRK

Note: To use CHANGE CNTRL set it on all displays, with the same soft key number.

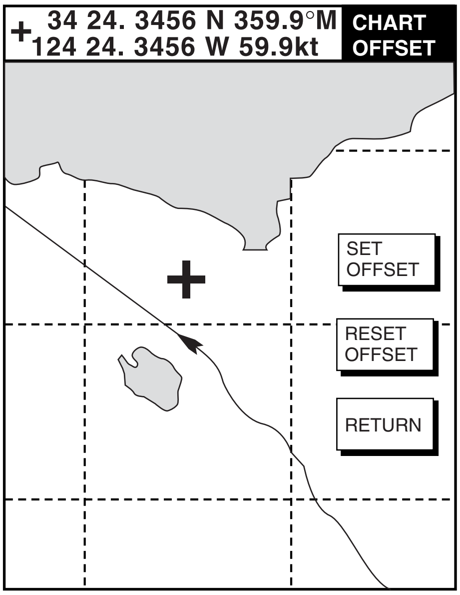
7.4 Chart Setup

This paragraph shows you how to setup digital charts, from offsetting chart position to turning chart attributes on or off.

7.4.1 Chart offset

In some instances position may be off by a few seconds. For example, the position of the ship is shown to be at sea while it is in fact moored at a pier. You can compensate for this error by offsetting chart position as shown in the procedure below.

1. Show the plotter display, then press the **MENU** key followed by the CHART SETUP and CHART OFFSET soft keys.



Plotter display, chart offset selected

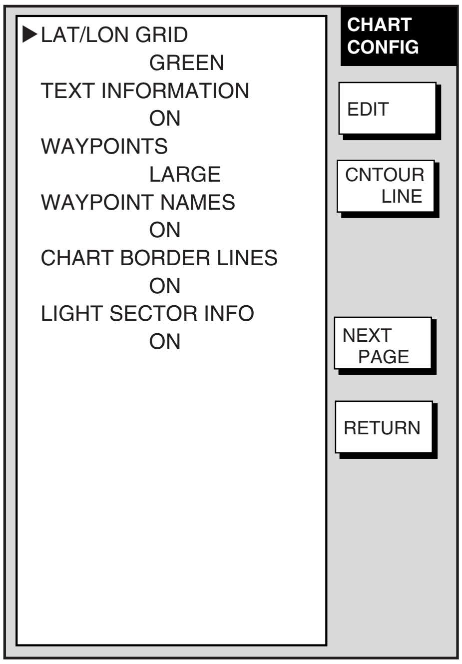
2. Use the **Cursor pad** to place the cursor at the correct latitude and longitude position of own ship.
3. Press the SET OFFSET soft key.
4. Press the **MENU** key to close the menu. The “chart offset icon” () appears at the top of the display.

To cancel chart offset, press the RESET OFFSET soft key at step 3 in the above procedure.

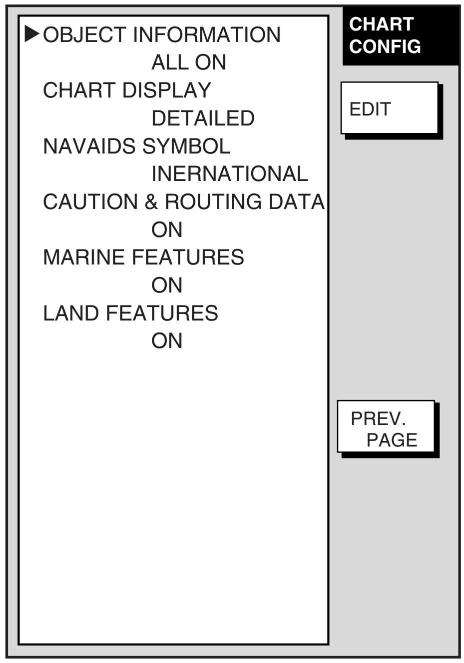
7.4.2 Navionics GOLD chart attributes

Navionics GOLD chart attributes may be turned on or off from the CHART CONFIGURATION menu, which you may display as follows:

1. Press the **MENU** key.
2. Press the CHART SETUP and CHART CONFIGURATION soft keys.



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Chart configuration menu (Navionics GOLD)

Contents of chart configuration menu (Navionics GOLD)

Item	Description	Settings
Lat/Lon Grid	Latitude and longitude grids	Red, yellow, green, light-blue, purple, blue, white, Off
Text Information	Geographic place, name	On, Off
Waypoints	Waypoint size	Large, Small, Off
Waypoint Names	Waypoint name	On, Off
Chart Border Lines	Border lines (indices)	On, Off
Light Sector Info	Lighthouse viewing sector	On, Off
Object Information	Map data	Off, All On (display area data for cursor-selected object), Points On (display only point data for cursor-selected object)
Chart Display	Choose level of detail for map	Detailed, Simple
Navaids Symbol	Choose what kind of navaids symbols to display.	International, US
Caution & Routing Data	Turn caution and routing data on or off.	On, Off

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Contents of chart configuration menu (Navionics GOLD) (con't from previous page)

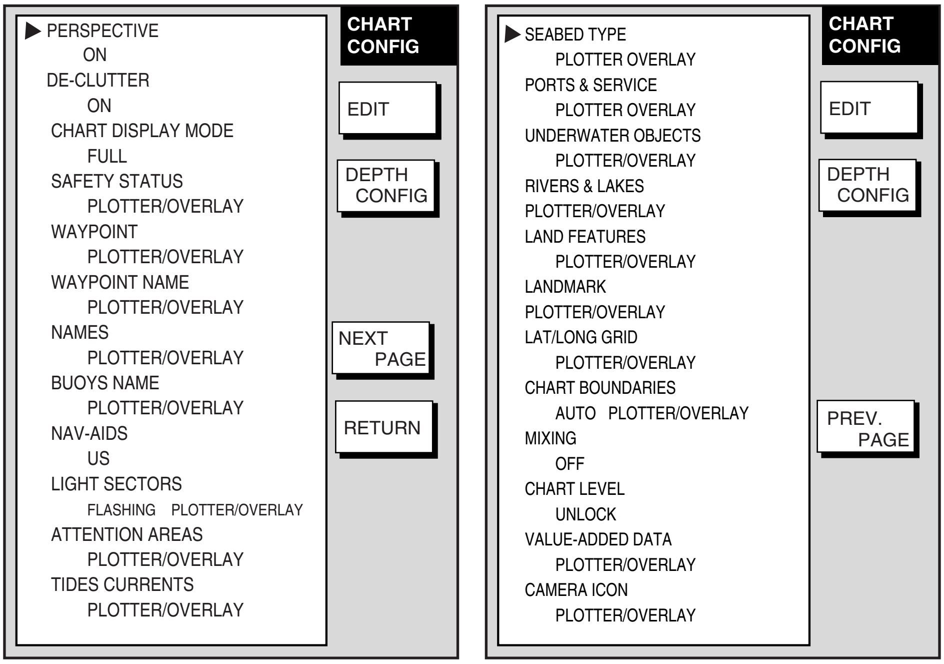
Item	Description	Settings
Marine Features	Turn marine features on or off.	On, Off
Land Features	Turn land features on or off.	On, Off
CONTOUR LINE Soft key		
Spot Soundings	Turn water depth display on or off.	On, Off
Safety Contour	Paint areas in dark blue (default color) which are shallower than depth value set.	2m (or equivalent ft, fa or PB) 5 m (or equivalent ft, fa or PB) 10 m (or equivalent ft, fa or PB) 20 m or equivalent ft, fa or PB)
Depth Contour	Display depth contours.	ALL: Display all depth contours 5 m: Display only 5 m* depth contours 10 m: Display only 10 m* depth contours. 20 m: Display only 20 m* depth contours OFF: Turn off depth contours. * Or equivalent ft, fa or PB.

7.4.3 C-MAP chart attributes

Displaying the CHART CONFIGURATION menu

C-MAP chart attributes may be turned on or off from the CHART CONFIGURATION menu:

1. Press the **MENU** key.
2. Press the CHART SETUP and CHART CONFIGURATIONS soft keys.



Page 1 Page 2

Chart configuration menu (C-MAP)

CHART CONFIGURATION menu description

CHART CONFIGURATION menu description

Object	Content	Settings	Description
PERSPECTIVE	Perspective display on/off	ON	Turns perspective display on.
		OFF	Turns perspective display off.
DE-CLUTTER	Overlapping object on/off	ON	Removes overlapping objects from display.
		OFF	Displays overlapping objects.
CHART DISPLAY MODE	Choose chart display mode	FULL	All chart attributes are displayed.
		SIMPLE	Some attributes such as SEABED TYPE, TRACKS and ROUTES are displayed.
		FISHING	Setting for use in fishing.
		LOW	Only NAV AIDS and water depth are shown.
		CUSTOM	User chooses which chart attributes to turn on or off.
SAFETY STATUS*[1]	Safety status indication	ON	Safety status ON (See Safety Status Indication on page 7-18 for description.)
		OFF	Safety status OFF
WAYPOINT	Waypoints marks and waypoint names	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Waypoint markers and waypoint names are turned off. Waypoint names are not displayed regardless if WAYPOINT NAME (below) is set to ON.
WAYPOINT NAME	Waypoint names	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Waypoint names are turned off.
NAMES	Text for land and sea areas	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Names are turned off.
BUOYS NAME	Name of buoys	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Buoy names are turned off.
NAV-AIDS	Lighthouses, buoys, etc.	US	NOAA symbols are shown.
		US SIMPLE	Complex object shown with single icon.
		INT	International symbols are shown.
		INT SIMPLE	Complex object shown with single icon.
		PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Navaids are turned off.
LIGHT SECTORS	Light sector	ON	Light sectors displayed.
		FLASHING	Light sectors displayed and flashing.
ATTENTION AREAS	Attention areas	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Attention areas are turned off.
TIDES & CURRENTS	Tidal station and current station	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Tidal station and current station are not shown. Tidal graph is also turned off.

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CHART CONFIGURATION menu description (con't from previous page)

Object	Content	Setting	Description
SEABED TYPE	Seabed type	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Tidal station and current station are not shown. Tidal graph is also turned off.
PORTS & SERVICES	Ports and services	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Ports and services are not shown. Near Service also not shown.
TRACKS & ROUTES	Tracks and routes	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Tracks and routes are turned off.
UNDER-WATER OBJECTS	Below-surface obstructions such as wrecks	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Underwater objects are turned off.
RIVERS & LAKES	Rivers and lakes	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Rivers and lakes are turned off.
LAND FEATURES	Land features	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Rivers and lakes are turned off.
LANDMARKS	Landmarks	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Landmarks are turned off.
LAT/LON GRID	Latitude and longitude grids	PLOT/OVERLAY	Shown on plotter and overlay displays.
		PLOT	Shown on plotter display.
		OFF	Latitude and longitude grids are turned off.
CHART BOUNDARIES	Chart boundary lines	ON	Shown on plotter and overlay displays.
		AUTO	Chart border lines are shown for the last four charts in a chart card on the plotter and overlay displays
		PLOT/OVERLAY	Chart border lines show on plotter and overlay displays.
		PLOT	Chart border lines show on plotter display.
		OFF	Chart boundaries are turned off.

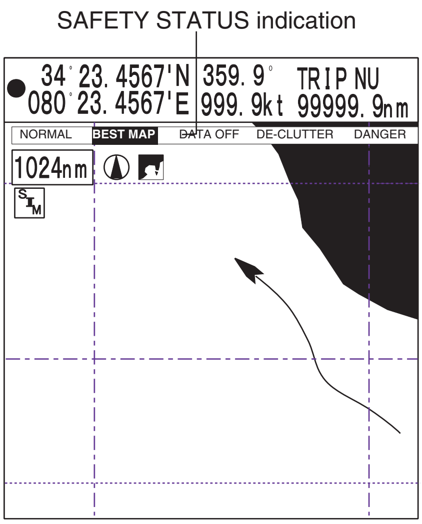
(Con't on next page.)

CHART CONFIGURATION menu description (con't from previous page)

Object	Content	Setting	Description
MIXING	Changes chart scale to fit whole chart on display	ON	Mixing is active.
		OFF	Mixing is disabled.
CHART LEVEL	Maintains current chart scale regardless of zoom setting	LOCK	Keeps current chart scale.
		UNLOCK	Chart scale may chosen freely.
VALUE-ADDED DATA	Show/hide the "Conservation Area" for *Australian waters. (*Contact Australian authorities for details.)	PLOTTER/OVERLAY	Value-added data shown on plotter and overlay displays.
		PLOTTER	Value-added data shown on plotter display.
		OFF	Value-added data is disabled.
CAMERA ICON	Show/hide camera icon, which is used to display an image from icon location. To display an image, choose camera icon ( ), push the ENTER knob and then press the IMAGE soft key.	PLOTTER/OVERLAY	Camera icon shown on plotter and overlay displays.
		PLOTTER	Camera icon shown on plotter display.
		OFF	Camera icon is disabled.

*[1] SAFETY STATUS INDICATION

The following indications are shown beneath the range indication to denote safety status:

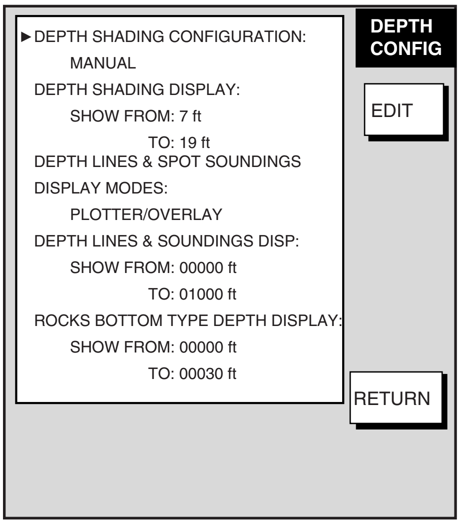


NORMAL (or U.ZOOM or O.ZOOM):
This indication appears to help you select a suitable chart scale.
NORMAL: Suitable chart scale is selected.
U.ZOOM: Chart scale is too small.
O.ZOOM: Chart scale is too large.
BEST MAP: Shown in red when the unsuitable chart scale is selected.
DATA OFF: Mixing levels can be turned on when the electronics chart coverage area does not provide enough coverage to completely fill the display screen. When the cursor or own ship mark is placed in the area with coverage, the chart data is shown as below.
On: The chart line in the area with no coverage is shown. This area is filled with dots.
Off: The area with no coverage is not shown (goes to white).

DECLUT.: For C-MAP MAX charts, symbols of low priority (ex. map symbols on land) can be automatically hidden to unclutter the screen when you change the scale. When the function is turned on, DECLUT. appears in red.
DANGERS: Shown in red when the GROUNDING alarm detects the high-risk object (listed in the grounding report) when the GROUNDING alarm is turned on.
CAUTIONS: Shown in red when the GROUNDING alarm detects the low-risk object when the GROUNDING alarm is turned on.

DEPTH CONFIG soft key

1. Press the **MENU** key.
2. Press the CHART SETUP and CHART CONFIGURATION soft keys.
3. Press the DEPTH CONFIG soft key.



DEPTH CONFIG menu

DEPTH CONFIG menu description

DEPTH SHADING CONFIGURATION: Choose the display color depending on depth.

Setting	Description	Default Setting
AUTO	Displays the chart in 32-color specified by C-MAP.	AUTO
MANUAL	Displays the chart with three colors, blue, light-blue and white. Areas for each color can be set at DEPTH AREA SHADING DISPLAY.	
NONE	Turn off depth area display.	

DEPTH SHADING DISPLAY: Set the depth boundaries for shallow-medium and medium-deep depths when DEPTH SHADING CONFIRMATION is set to MANUAL. For example, setting 18 ft and 60 ft will show depths up to 18 ft in white, depths from 18 to 60 ft in light-blue and depths greater than 60 ft in blue. (Setting value: 7, 18, 30 and 60 m/ft/fa/pb, Default setting: Shallow-Medium; 7, Medium-Deep; 30 ft)

DEPTH LINES & SPOT SOUNDINGS DISPLAY MODES: Choose where to display depth contours, depth data, etc.

Setting	Description	Default Setting
PLOT/OVERLAY	Shows depth lines and soundings on the plotter and overlay displays.	PLOT/OVERLAY
PLOTTER	Shows depth lines and soundings on the plotter display.	
OFF	Turns off depth lines and soundings.	

DEPTH LINES & SPOT SOUNDINGS DISP: Choose the depth range at which to show depth lines and soundings (depth contours, depth data, etc.)

Setting	Setting Range	Default Setting
SHOW FROM	0-99999 m/ft/fa/pb	0 m/ft/fa/pb
TO		1000 m/ft/fa/pb

ROCKS BOTTOM TYPE DEPTH DISPLAY: Choose range for rocks depth display.

Setting	Setting Range	Default Setting
SHOW FROM	0-99999 m/ft/fa/pb	0 m/ft/fa/pb
TO		30 m/ft/fa/pb

7.5 Data Boxes Setup

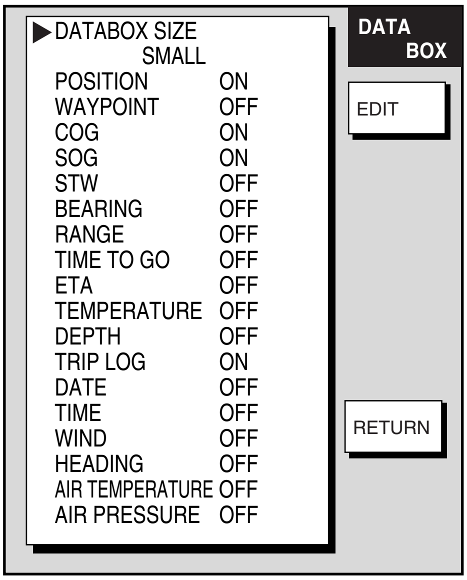
You may select the data to show in the data boxes for the plotter, radar and sounder displays. Six boxes may be displayed in case of small size data box and two for large size data box.

1. Display the radar, plotter or sounder display, whichever you want to set.
2. Press the **MENU** key to open the main menu.
3. Press one of the following sets of soft keys depending on the display selected at step 1.

   Plotter mode: PLOTTER SETUP, D. BOX

   Radar mode: RADAR DISPLAY SETUP, D. BOX

   Sounder mode: SOUNDER MENU, D. BOX



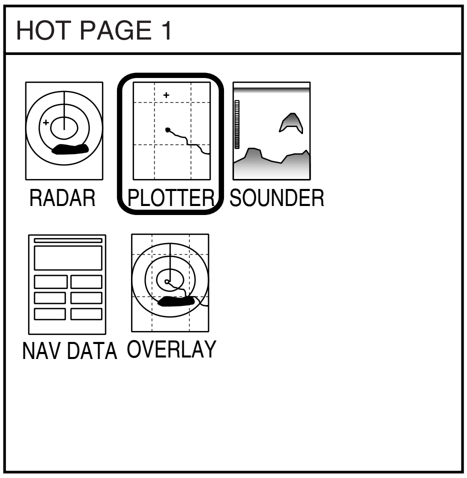
Data box menu

4. Use the **Cursor pad** to select an item, then press the EDIT soft key.
5. Select ON or OFF as desired.
6. Press the ENTER soft key or the **ENTER** knob to register your selection. Six items may be set to ON for small data boxes; two for large data boxes.
7. Repeat steps 4-6 to turn other items on or off.
8. Press the **MENU** key to close the menu.

7.6 Hot Page Setup

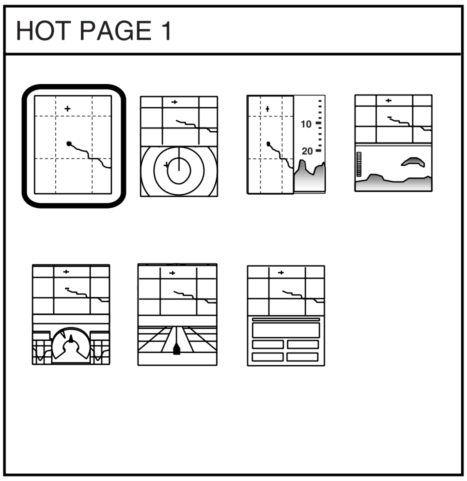
Six user-arrangeable hot pages are provided for quick selection of desired display. If the default hot pages are not to your liking you may change them as shown below.

1. Press the MENU key followed by pressing the SYSTEM CONFIGURATION, SYSTEM SETUP, HOT PAGE & NAV DISP SETUP and HOT PAGE SETUP soft keys in that order.
2. Use the Cursor pad to select the hot page number to set, then press the EDIT soft key. The full-screen selection window appears.



Hot page setup menu

3. Rotate the **ENTER** knob to select the full-screen picture desired and push the ENTER knob. A set of combination screens, corresponding to the full-screen selected, appears.



Combination screen selection window

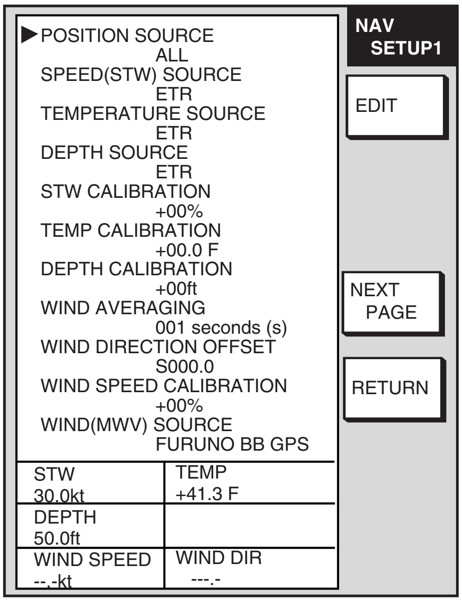
4. Rotate the **ENTER** knob to select the full screen or combination screen desired and push it to set.

7.7 Navigator Setup

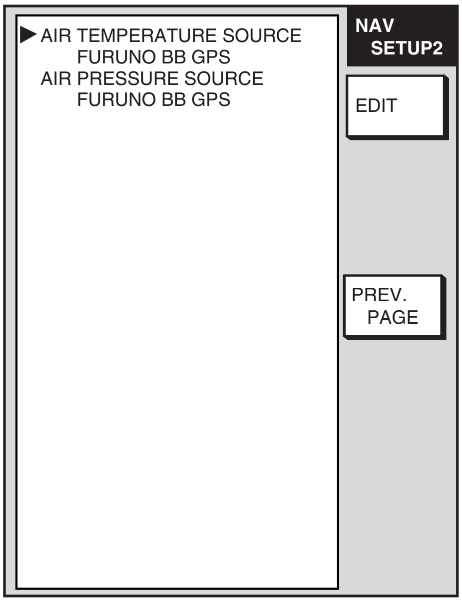
This section provides the information necessary for selecting the type of navigator connected to your plotter.

7.7.1 Navigation data source

The NAV SETUP menu mainly selects the source of nav data. For GPS receiver other than a FURUNO BB GPS receiver, speed averaging and local time offset (to use local time) are also available. Press the **MENU** key followed by the SYSTEM CONFIGURATION, NAV OPTION and NAV SOURCE SETTINGS soft keys to display this menu.



Page 1



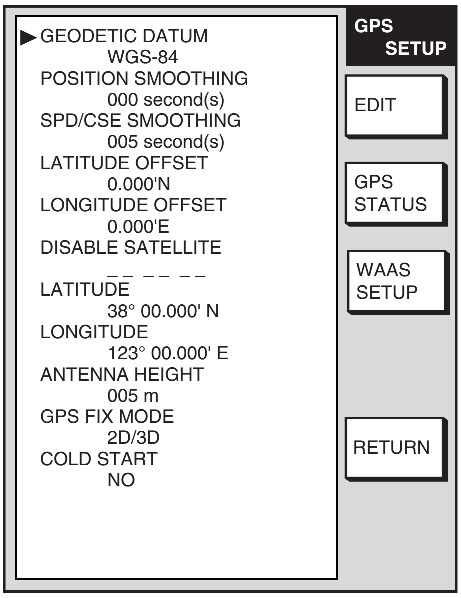
Page 2

Contents of nav setup menu

Item	Description	Settings
Position Source	Chooses source of position data.	FURUNO BB GPS: GPS receiver GP-320B/330B, WS-200 GP: GPS navigator (via NETWORK or NMEA port) LC: Loran C navigator (via NETWORK or NMEA port) ALL: Multiple navaid connection (via NETWORK or NMEA port)
Speed (STW) Source	Chooses source of speed data.	ETR (NavNet sounder), NMEA
Temperature Source	Chooses source of water temperature data.	ETR, NMEA. Select ETR to show water temperature data fed from the network sounder.
Depth Source	Chooses source of depth data.	ETR (NavNet sounder), NMEA
STW Calibration	Calibrates NMEA speed data. Enter amount in percentage.	-50 to +50%
Temp Calibration	Calibrates NMEA temperature data. Enter offset to correct NMEA temperature data.	-20.0°C to +20.0°C (or equivalent in °F)
Depth Calibration	Calibrates NMEA depth data. Enter offset to correct NMEA depth data.	-15.0 to +90.0 ft (or equivalent in m, fa or P/B)
Wind Averaging	Enter a value to smooth wind speed/direction data. Ship's bow is referenced to smooth wind vector movement.	1-600 s
Wind Direction Offset	Offsets wind direction data.	S180°-P180°
Wind Speed Calibration	Offsets NMEA wind speed data. Enter amount in percentage.	-50 to +50%
Wind(MWV) Source	Chooses source of wind data. Select FURUNO BB GPS to get wind data from WS-200.	FURUNO BB GPS; NMEA
Air Temperature Source	Chooses source of air temperature data. Select FURUNO BB GPS to get air temperature data from WS-200.	FURUNO BB GPS; NMEA
Air Pressure Source	Chooses source of air pressure data. Select FURUNO BB GPS to get air pressure data from WS-200.	FURUNO BB GPS; NMEA

7.7.2 FURUNO BB GPS receiver setup

The GPS SETUP menu sets up a FURUNO BB GPS receiver. Press the **MENU** key followed by the SYSTEM CONFIGURATION, NAV OPTION and GPS SENSOR SETTINGS soft keys to display this menu.



GPS setup menu

Contents of GPS setup menu

Item	Description	Settings
Geodetic Datum	Geodetic datum is a reference for geodetic survey measurements consisting of fixed latitude, longitude and azimuth values associated with a defined station of reference. You must have the correct geodetic datum selected in your plotter so that it will reference the correct point on the chart for a given latitude and longitude. Although WGS-84 is now the world standard, other categories of charts still exist. Refer to Appendix for a full list of geodetic datum.	See Appendix for full list.

(Con't on next page)

Contents of GPS setup menu (con't on previous page)

Item	Description	Settings
Position Smoothing	When the DOP or receiving condition is unfavorable, the GPS fix may change greatly, even if the vessel is not moving. This change can be reduced by smoothing the raw GPS fixes. A setting between 000 to 999 is available. The higher the setting the more smoothed the raw data. If the setting is too high, the response time required to show a change of latitude and longitude will be too long. This is especially noticeable if the vessel is moving fast. Increase the setting if the GPS fix changes randomly.	0-999 seconds
Spd/Cse Smoothing	During position fixing, ship's velocity (speed and course) is directly measured by receiving GPS satellite signals. The raw velocity data may vary too much depending on receiving conditions and other factors. You can reduce this random variance by increasing the smoothing. The higher the smoothing setting, the more the raw data will be averaged. If this setting is high, the response to speed and course changes will slow. For no smoothing, enter all zeroes.	0-999 seconds
Latitude, Longitude Offset	Offsets latitude position to further refine position accuracy.	0.001'S – 9.999'S 0.000'N – 9.999'N 0.001'E – 9.999'E 0.000'W – 9.999'W

(Con't on next page)

Contents of GPS setup menu (con't on previous page)

Item	Description	Settings
Disable Satellite	Every GPS satellite is broadcasting abnormal satellite number(s) in its Almanac, which contains general orbital data about all GPS satellites, including those which are malfunctioning. Using this information, the GPS receiver automatically eliminates any malfunctioning satellite from the GPS satellite schedule. However, the Almanac sometimes may not contain this information. If you hear about a malfunctioning satellite from another source, you can disable it manually. Enter satellite number (two digits, max. 3 satellites),then press the ENTER soft key.	Max. 3 satellites
Latitude	Sets initial latitude position after cold start. Use the N < - -> S soft key to switch coordinate.	—
Longitude	Sets initial longitude position after cold start. Use the W < - -> E soft key to switch coordinate.	—
Antenna Height	Enters the height of the GPS antenna unit above sea surface. For further details refer to the installation manual.	0-999 m
GPS Fix Mode	Chooses position fixing method: 2D (three satellites in view), 2D/3D (three or four satellites in view whichever is greater).	2D, 2D/3D
Cold Start	Clears the Almanac to receive the latest Almanac.	No, Yes
GPS STATUS (soft key)	Displays GPS satellite status display. Requires FURUNO BB GPS receiver or GPS navigator outputting the data sentence GSA or GSV. For further details see the chapter on Maintenance.	

WAAS SETUP

Press the WAAS SETUP soft key to show the WAAS SETUP display.

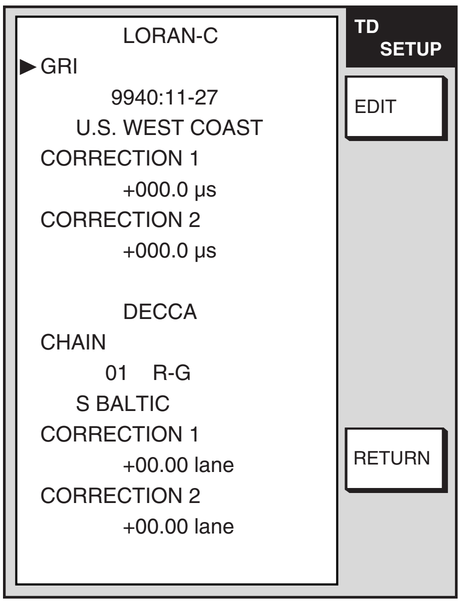
Contents of WAAS SETUP menu

Item	Description	Settings
WAAS MODE	Select ON to use the WAAS mode.	On, Off
WAAS SEARCH	WAAS satellite can be searched automatically or manually. For manual search, enter appropriate WAAS satellite number.	Auto, Manual
WAAS ALARM	When the WAAS signal is lost, the audible alarm sounds with the visual message “NO WAAS SIGNAL.” **On:** Alarm continues to sound until the WAAS positioning mode is available again or the alarm is recognized by key operation. **Off:** Alarm sounds three times.	On, Off
CORRECTION DATA SET	Selects the type of message for WAAS correction.	00 to 27, 99

7.7.3 TD display setup

The TD SETUP menu sets which Loran C or Decca chain to use to display TD position. (Connection of a Loran C or Decca navigator is not necessary to display TD position.)

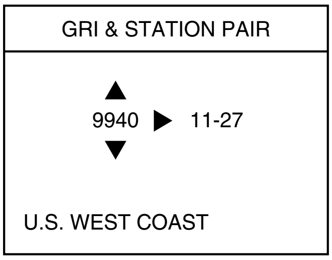
1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION, NAV OPTION and TD SETUP soft keys to display the TD SETUP menu.



TD setup menu

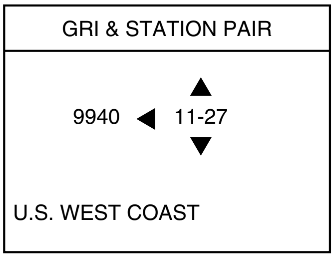
Displaying Loran C TDs

1. Select GRI, then press the EDIT soft key to show the GRI & station pair window.



Loran GRI & station pair window

2. Adjust the **Cursor pad** upward or downward to select GRI code.
3. Roll the **Cursor pad** rightward to show the display below, to enable selection of station pair.

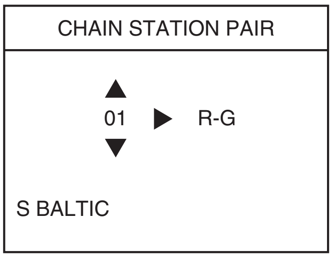


Loran C GRI & station pair window

4. Adjust the **Cursor pad** vertically to select station pair.
5. Press the ENTER soft key to register your selection.
6. If necessary, you may enter a position offset to refine Loran C position accuracy. Select (GRI) CORRECTION 1 or CORRECTION 2, then press the EDIT soft key. Enter correction value with the **Cursor pad** and ENTER knob. Use the + < – –> - soft key to switch from plus to minus and vice versa. Press the ENTER soft key or push the **ENTER** knob.
7. Press the RETURN soft key twice.
8. Press the GENERAL SETUP soft key followed by the NEXT PAGE soft key.
9. Select “LORAN C” from “TD DISPLAY” and “TD” from “POSITION DISPLAY.”
10. Press the **MENU** key twice to close the menu.

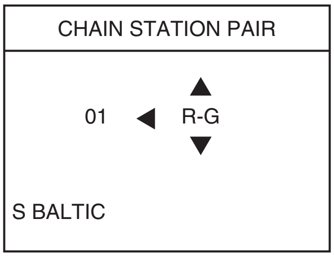
Displaying DECCA TDs

1. Select CHAIN, then press the EDIT soft key to show the chain & station pair window.



Decca chain and station pair window

2. Adjust the **Cursor pad** upward or downward to select Decca chain number.
3. Roll the **Cursor pad** rightward to show the display below, to enable selection of station pair.



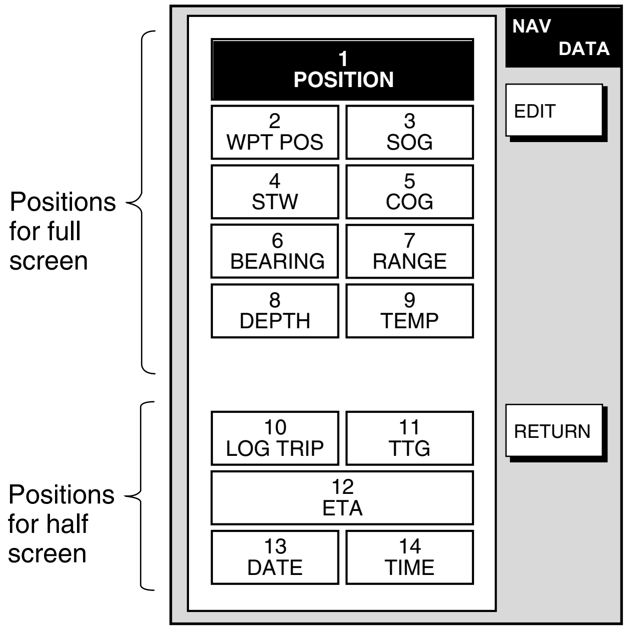
Decca chain and station pair window

4. Adjust the **Cursor pad** upward or downward to select station pair (R: red, G: green and P: purple).
5. Press the ENTER soft key to register your selection.
6. If necessary, you may enter position offset to refine Decca position. Select (CHAIN) CORRECTION 1 or CORRECTION 2, then press the EDIT soft key. Enter correction value with the **Cursor pad** and ENTER knob. Use the + <– –> - soft key to switch from plus to minus and vice versa. Press the ENTER soft key or push the **ENTER** knob.
7. Press the RETURN soft key twice.
8. Press the GENERAL SETUP soft key followed by the NEXT PAGE soft key.
9. Select “DECCA” from “TD DISPLAY” and “TD” from “POSITION DISPLAY.”
10. Press the **MENU** key twice to close the menu.

7.8 Nav Data Display Setup

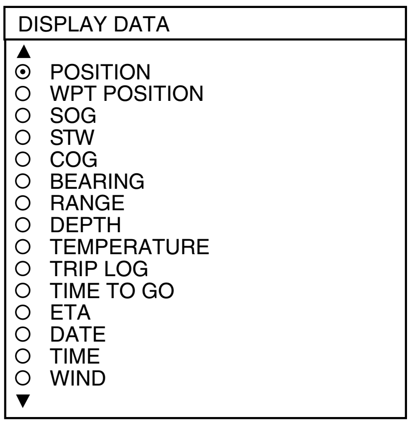
The nav data display shows various navigation data, fed from a navigator, network equipment, etc. You may select the data to display and where to display it as follows:

1. Press the **MENU** key to open the main menu.
2. Press the SYSTEM CONFIGURATION, SYSTEM SETUP, HOT PAGE & NAV DISP SETUP and NAV DATA DISPLAY SETUP soft keys.



Nav data setup screen

3. Use the **Cursor pad** to select a location.
4. Press the EDIT soft key. The following display appears.



Nav data setup window

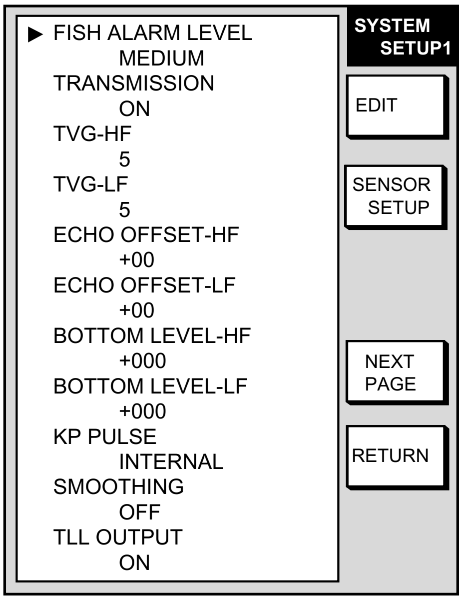
5. Select the data to display, then press the ENTER soft key or **ENTER** knob to register your selection.
6. Press the RETURN soft key followed by the **MENU** key to close the menu.

7.9 Sounder Setup

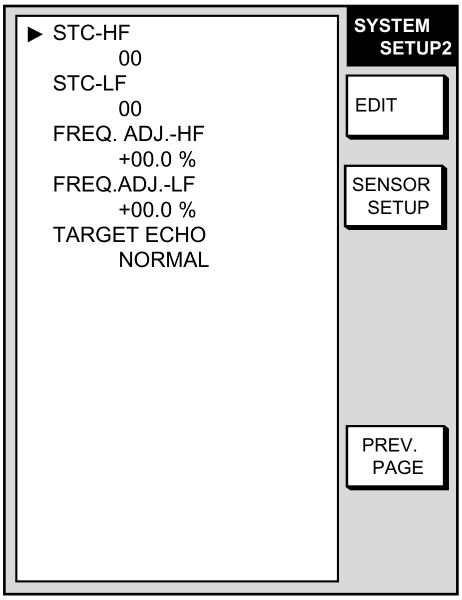
This section shows you how to customize your network sounder to your liking. You can set fish alarm sensitivity, fine tune sensors, etc.

7.9.1 System setup

1. Show the sounder display, then press the **MENU** key.
2. Press the SOUNDER SYSTEM SETUP soft key.



Page 1



Page 2 (ETR-30 only)

Sounder system setup menu

Sounder system setup menu description

Item	Description	Settings
Fish Alarm Level	Sets the fish alarm sensitivity; that is, the minimum echo strength which will trigger the fish alarms.	High: Orange and stronger echoes trigger the alarm.* Medium: Yellow and stronger echoes trigger the alarm.* Low: Green and stronger echoes trigger the alarm.* * = 8-color display
Transmission	Turns TX power on/off.	On, Off
TVG (HF,LF)	TVG (Time Varied Gain) compensates for propagation attenuation of the ultrasonic waves. It does this by equalizing echo presentation so that fish schools of the same size appear in the same density in both shallow and deep waters. In addition, it reduces surface noise. Note that if the TVG level is set too high short range echoes may not be displayed.	0-9
Echo Offset (HF, LF)	If the on-screen echo level appears to be too weak or too strong and the level cannot be adjusted satisfactorily with the gain control, adjust echo offset to compensate for too weak or too strong echoes.	-50 - +50
Bottom Level (HF, LF)	If the depth indication is unstable in automatic operation or the bottom echo cannot be displayed in reddish-brown by adjusting the gain control in manual operation, you may adjust the bottom echo level detection circuit, for both HF and LF, to stabilize the indication. Note that if the level is set too low weak echoes may be missed and if set too high the depth indication will not be displayed.	-100 - +100
KP Pulse	Selects source of keying pulse.	Internal, External (See installation manual.)
Smoothing	Smoothes echoes to present stable display. The higher the setting the greater the smoothing.	SM1-SM4, OFF
TLL Output	Outputs current position to plotter where it is marked with TLL mark. Use soft key to output TLL.	ON, OFF

(Con’t on next page)

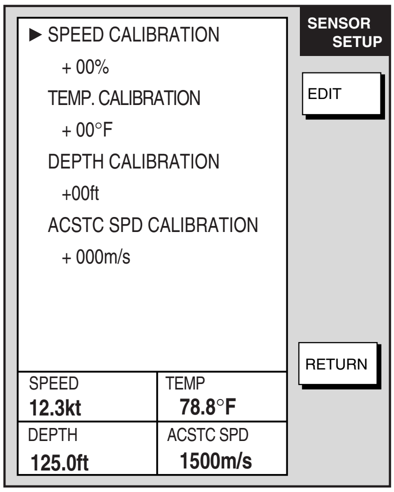
Sounder system setup menu description (con’t from previous page, for ETR-30)

Item	Description	Settings
STC (HF, LF) (For ETR-30N only)	Adjusts STC level for the high and low frequencies, and is useful for suppressing surface noise. The setting range is 0-10; the higher the setting the greater the extent of suppression. Setting 10 suppresses noise up to several meters. Turn off the STC when there is no noise on the screen, otherwise weak echoes may be missed.	0-10
FREQ. ADJ. (HF, LF) (For ETR-30N only)	Interference from other acoustic equipment operating nearby or other electronic equipment on your boat may show itself on the display. You may suppress these type of interference by adjusting frequency.	-10 - +10 %
TARGET ECHO (For ETR-30N only)	Sets fishing objective. Normal for general fishing, Surface for detecting surface. Pulse repetition rate is higher than NORMAL on the specified transducer.	Normal, Surface
SENSOR SETUP soft key (See next page.)	Offsets speed, depth and water temperature indications and speed of sound.	See next section for details.

7.9.2 Sensor setup

The SENSOR SETUP menu lets you further refine speed, water temperature and depth data fed from the network sounder.

1. Show the sounder display, then press the **MENU** key.
2. Press the SOUNDER SYSTEM SETUP and SENSOR SETUP soft keys to show the SENSOR SETUP menu. The current ship's speed, water temperature, depth and speed of sound are shown at the bottom of the menu.



Sensor setup menu

3. Select item to adjust, then press the EDIT soft key.
4. Adjust the **Cursor pad** upward or downward to set appropriate value.

   Speed and temperature calibrations: Enter plus or minus value. For example, if the water temperature readout is 77°F but the actual water temperature is 75°F, enter –2(°F).

   Depth calibration: If you desire the depth readout to show the distance between ship's draft and bottom (rather than transducer and bottom), set ship's draft here. Enter a plus or minus value.

   Acoustic speed calibration: Sets the speed of sound used by the network sounder. Normally no adjustment is required, however if echoes are returning too slow or too fast adjust the value as appropriate. This is only used if water salinity is at an extreme level. Under normal circumstances, do not adjust.

Sensor setup menu settings

Item	Settings	Default Setting
Speed Calibration	-50 - +50%	0 (no offset)
Temperature Calibration	-20°C - +20°C*	0 (no offset)
Depth Calibration	-15 - +90 ft	0 (no offset)
Acoustic Speed Calibration	-500 - +500 m/s	0 (no offset)

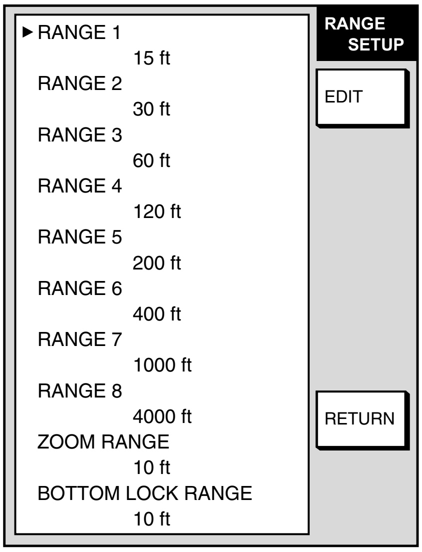
*: -36°C to +36°C if temperature unit setting on the GENERAL SETUP menu is different between multiple Navnet units.

5. Press the RETURN soft key followed by the **MENU** key.

7.9.3 Sounding range, zoom range, bottom lock range

This paragraph shows you how to set custom ranges for basic range, zoom range (marker and bottom zoom) and bottom lock range. All default basic ranges are restored whenever the unit of depth measurement is changed. Therefore, change the depth unit before changing the basic ranges.

1. Show the sounder display, then press the **MENU** key to open the main menu.
2. Press the SOUNDER RANGE SETUP soft key to show the SOUNDER RANGE SETUP menu.



Sounder range setup menu

3. Select the range to change, then press the EDIT soft key.
4. Rotate the **Cursor pad** or **ENTER** knob to set range desired, then press the RETURN soft key. For basic range, set depth from lowest to highest; a range cannot be higher than its succeeding neighbor.
5. Press the **MENU** key to finish.

Default basic ranges

Range 1	Range2	Range 3	Range 4	Range 5	Range 6	Range 7	Range 8	
							ETR-6/10N	ETR-30N
5 m	10 m	20 m	40 m	80 m	150 m	300 m	1200 m	1500 m
15 ft	30 ft	60 ft	120 ft	200 ft	400 ft	1000 ft	4000 ft	4500 ft
3 fa	5 fa	10 fa	20 fa	40 fa	80 fa	150 fa	650 fa	900 fa
3 P/B	5 P/B	10 P/B	30 P/B	50 P/B	100 P/B	200 P/B	700 P/B	900 P/B

Zoom range and bottom-lock ranges

Item	Settings	Default Setting
Zoom Range	2 m – 120 m, 7 ft – 400 ft, 1 fa – 60 fa, 1 P/B – 700 P/B	10 m, 30 ft, 10 fa, 10 P/B
Bottom-lock Range	3 or 6 m, 10 or 20 ft, 2 or 3 fa, 2 or 3 P/B	6 m, 20 ft, 3 fa, 3 P/B

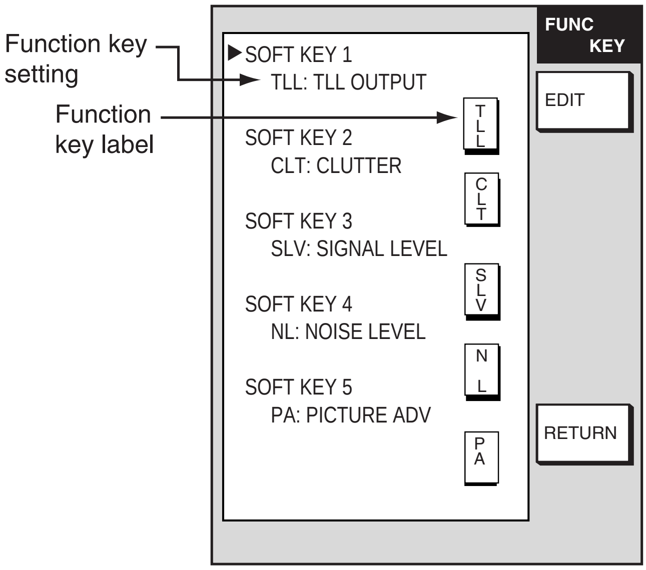
7.9.4 Function key setup

The function keys provide one-touch execution of a desired function. The default sounder function key settings are as shown in the table below.

Function Key	Default Function	Function Key Label
1	Output current position.	TLL
2	Suppress clutter.	CLT
3	Erase weak signal.	SLV
4	Suppress noise.	NL
5	Set picture advancement speed.	PA

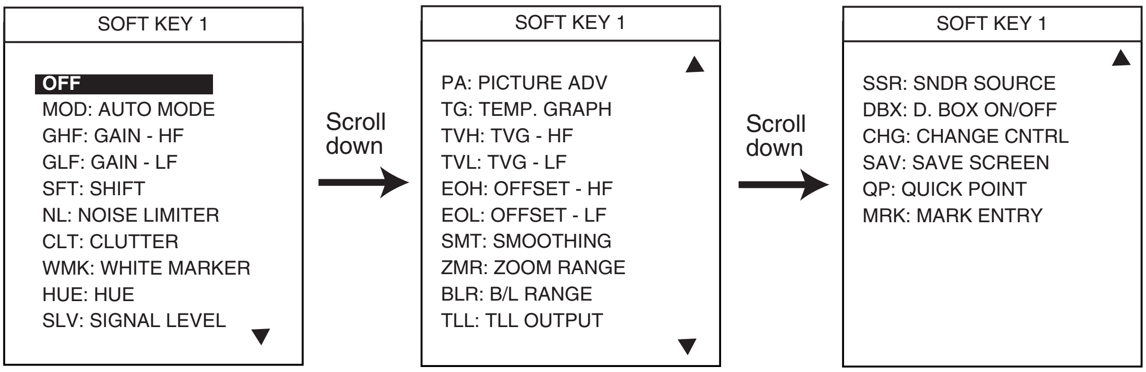
If the above settings are not to your liking you may change them as follows:

1. Show the sounder display.
2. Press the **MENU** key.
3. Press the FUNCTION KEY SETUP soft key.



Sounder function key menu

4. Select the function key you want to program, then press the EDIT soft key.



5. Select function desired with the **Cursor pad**, then press the ENTER soft key or **ENTER** knob to register your selection.
6. Press the MENU key to close the menu.

Sounder function keys

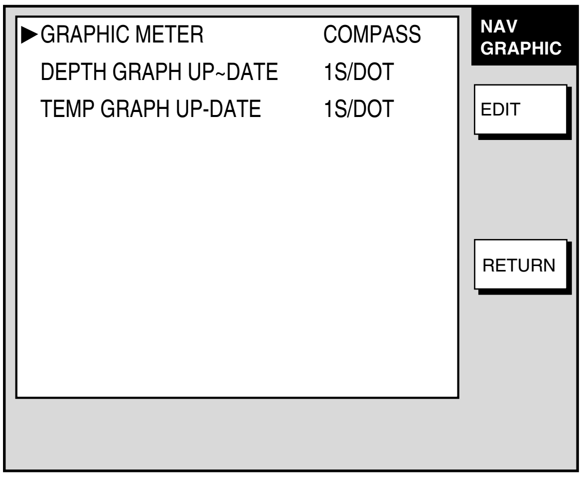
Menu Item	Function	Function Key Label
OFF	Assigns no function.	
MOD: AUTO MODE	Display automatic mode selection window.	MOD
GHF: GAIN – HF	Displays high frequency gain adjustment window.	GHF
GLF: GAIN – LF	Displays low frequency gain adjustment window.	GLF
SFT: SHIFT	Shifts range in manual operation.	SFT
NL: NOISE LIMITER	Suppresses noise.	NL
CLT: CLUTTER	Suppresses clutter.	CLT
WMK: WHITE MARKER	Sets white marker.	WMK
HUE: HUE	Sets hue.	HUE
SLV: SIGNAL LEVEL	Erases weak signals.	SLV
PA: PICTURE ADV	Sets picture advance speed.	PA
TG: TEMP. GRAPH	Turns temperature graph on/off.	TG
TVH: TVG – HF	Sets TVG for high frequency	TVH
TVL: TVG – LF	Sets TVG for low frequency.	TVL
EOH: OFFSET – HF	Offsets echo strength for high frequency.	EOH
EOL: OFFSET -LF	Offsets echo strength for low frequency.	EOL
SMT: SMOOTHING	Sets echo smoothing rate.	SMT
ZMR: ZOOM RANGE	Sets zoom range.	ZMR
BLR: B/L RANGE	Sets bottom lock range for bottom-lock display.	BLR
TLL: TLL OUTPUT	Outputs current position to plotter. Also inscribes line on sounder and registers position as a waypoint on plotter.	TLL
SSR: SNDR SOURCE	Selects source for sounder data.	SSR
DBX: D. BOX ON/OFF	Turns data boxes on/off.	DBX
CHG: CHANGE CNTRL	Switches control in combination display.	CHG
SAV: SAVE SCREEN	Saves sounder picture to SD card.	SAV
QP: QUICK POINT	Quick point function.	QP
MRK: MARK ENTRY	Enters the mark at the cursor position.	MRK

Note: To use CHANGE CNTRL, set it on all displays, with the same soft key number.

7.10 Nav Graphic Display Setup

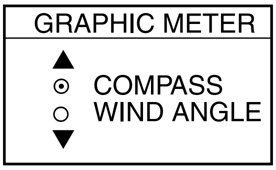
The nav graphic display (see paragraph 3.1.2) shows either the compass display or the wind angle display, together with depth and temperature graphs. You may choose which to display and setup the depth and temperature graphs as follows:

1. Press the **MENU** key to open the menu.
2. Press the SYSTEM CONFIGURATION, SYSTEM SETUP, HOT PAGE & NAV DISP SETUP and NAV GRAPHIC DISPLAY SETUP soft keys.



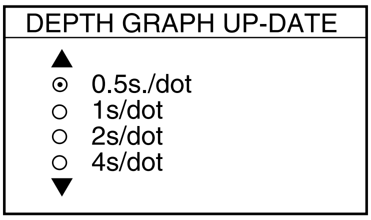
NAV GRAPHIC menu

3. Choose GRAPHIC METER and press the EDIT key.



Graphic meter window

4. Choose COMPASS or WIND ANGLE as appropriate and press the ENTER soft key.
5. Choose DEPTH GRAPH UP-DATE and press the EDIT soft key.



Depth graph up-date window

6. Choose desired update period/number of dots and press the ENTER soft key.
7. Set TEMP GRAPH UP-DATE similarly.
8. Press the **MENU** key to close the menu.

8. MAINTENANCE, TROUBLESHOOTING

This chapter provides information necessary for keeping your unit in good working order and remedying simple problems.

WARNING

Do not open the equipment.

Hazardous voltage which can cause electrical shock exists inside the equipment. Only qualified personnel should work inside the equipment.

NOTE

Do not apply paint, anti-corrosive sealant or contact spray to coating or plastic parts of the equipment.

Those items contain organic solvents that can damage coating and plastic parts, especially plastic connectors.

8.1 Preventive Maintenance

Regular maintenance is important for optimum performance. A maintenance program should be established and should at least include the items shown in the table below.

Maintenance program

Item	Check point	Remedy
Display unit connectors	Check for tight connection.	Tighten loosened connectors.
LCD	The LCD will, in time, accumulate a coating of dust which tends to dim the picture. Wipe LCD lightly with soft cloth to remove dust.	Wipe the LCD carefully to prevent scratching, using tissue paper and an LCD cleaner. To remove dirt or salt deposits, use an LCD cleaner, wiping slowly with tissue paper so as to dissolve the dirt or salt. Change paper frequently so the salt or dirt will not scratch the LCD. Do not use solvents such as thinner, acetone or benzene for cleaning.
Ground terminal	Check for tight connection and corrosion.	Clean or replace ground wire as necessary.

8.2 Replacement of Batteries

Battery on circuit board

A lithium battery (Type CR2450-F2 ST2L, Code No. 000-144-941) fitted on a circuit board inside the display unit preserves data when the equipment is turned off, and its life is about three years. When its voltage is low the battery icon ( ) appears at the top of the display. When the icon appears, contact your dealer to request replacement of the battery.

Batteries in remote controller

The remote controller has two AA batteries. If the distance from which the remote controller can be operated has decreased, change the battery.

Note: Replace all batteries together. Do not mix old and new batteries.

> **⚠ WARNING**
>
> **Ensure battery polarity is correct.**
>
> Wrong polarity may cause the batteries to explode.

8.3 Replacement of Fuse

The fuse on the power cable protects the equipment from reverse polarity of the ship’s mains and equipment fault. If the fuse blows, find out the cause before replacing it. Use the correct fuse¥. Using the wrong fuse will damage the equipment and void the warranty.

1724C, 1734C: 10A for 12V device, 5A for 24V device
GD-1720C: 5A for 12 V device, 3A for 24 VDC device

> **⚠ WARNING**
>
> **Use the proper fuse.**
>
> Use of a wrong fuse can result in damage to the equipment or cause fire.

8.4 Replacing the Magnetron

When the magnetron has expired, distant targets cannot be seen on the display. When you feel that long range performance has decreased, contact a FURUNO agent or dealer about replacement of the magnetron.

Radar model and magnetron used

Model	Magnetron Type	Code No.
MODEL 1724C	E3588	000-146-866
MODEL 1734C	E3571	000-146-867

8.5 Simple Troubleshooting

This section provides simple troubleshooting procedures which the user can follow to restore normal operation. If you cannot restore normal operation do not attempt to check inside the unit. Any trouble should be referred to a qualified technician.

8.5.1 General

General troubleshooting

If…	Then…
you cannot turn on the power	• check for blown fuse. • check that the power connector is firmly fastened. • check for corrosion on the power cable connector. • check for damaged power cable. • check battery for proper voltage output (10.8 to 31.2 V).
there is no response when a key is pressed	• turn off and on the power. If there still is no response the key may be faulty. Request service.

8.5.2 Radar

GD-1720C requires a network radar.

Radar troubleshooting

If…	But…	Then…
you pressed the POWER/BRILL key and the RADAR TX soft key to show the radar picture	nothing appears on the display	• check that the antenna cable is firmly fastened. • check if radar source is correct.
marks, legends appear	no echo appears	• check that the antenna cable is firmly fastened.
the picture is not updated or it freezes	—	• check antenna cable. • for freeze up, turn the display unit on and off again.
tuning is adjusted	sensitivity is poor	• magnetron may need to be replaced. Contact your dealer.
the range is changed	radar picture does not change	• try to hit the [+] and [-] keys again. • turn the display unit off and on again.
there is poor discrimination in range	—	• adjust A/C SEA.
the true motion presentation is not working properly	—	• reselect true motion mode. • check if heading and speed are input.
the range rings are not displayed	—	• hit the RADAR DISPLY and RINGS soft keys to display them.

8.5.3 Plotter

Requires a FURUNO BB GPS receiver.

Plotter troubleshooting

If…	Then…
position is not fixed within three minutes	• check that antenna connector is firmly fastened. • check number of satellites received, on the GPS status display. (See page 8-11.) There should be three or more.
position is wrong	• check that the correct geodetic chart system is selected, on the GPS SENSOR SETTINGS menu. • enter position offset, on the GPS SENSOR SETTINGS menu.
the track is not plotted	• track is not being plotted. ("H" icon appears at the top of the display.) Press the TRACK HALT soft key on the TRACKS & MARKS CONTROL menu to start plotting again.
the bearing is wrong	• check that correct magnetic variation is entered, on the GENERAL SETUP menu.
Loran C (or Decca) TDs do not appear	• check that LORAN C (or DECCA) is selected at TD DISPLAY on the GENERAL SETUP menu. Also, check that proper Loran C (Decca) chains codes are entered, on the TD SETUP menu.
Loran C (or Decca) TDs are wrong	• enter TD offset, on the TD SETUP menu.
the ship's speed indication is not zero after the ship is stopped	• try to decrease speed/course smoothing, on the GPS SENSOR SETTINGS menu.

8.5.4 Sounder

Requires Network Sounder ETR-6/10N/30N.

Sounder troubleshooting

If…	But…	Then…
you selected a sounder display with the DISP key	picture does not appear	• check that the network sounder's signal cable is firmly fastened. • Check that sounder source is correct. • check that the network sounder is plugged in. The LED on the network sounder should flash every second.
marks and characters appear	picture does not appear	• check for loosened transducer connector.
the picture appears	zero line does not appear	• the picture is shifted. Confirm shift setting.
picture sensitivity is too low	—	• check gain setting, if using manual operation. • marine life or air bubbles may be clinging to transducer face. • bottom may be too soft to return a suitable echo.
the depth indication is not displayed	—	• adjust gain and range to display the bottom echo (in reddish brown), if you are using the manual sounder mode.
noise or interference shows on the display	—	• check to be sure the transducer cable is not near ship's engine. • check the ground. • other video sounders of the same frequency as yours may be operating near you.
the water temperature graph appears	data is wrong	• check that sensor cable is tightly fastened.

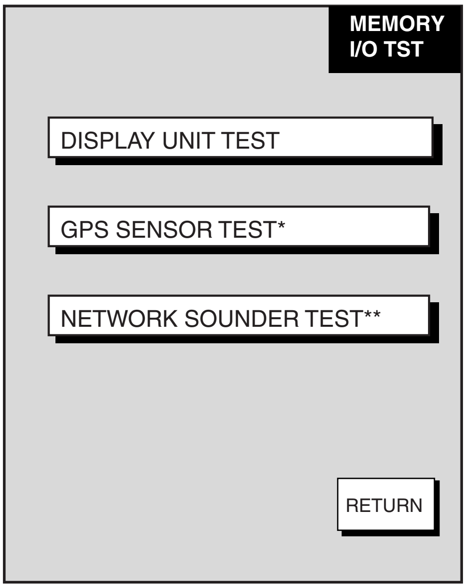
8.6 Diagnostics

This paragraph provides the procedures for testing the equipment for proper operation. Four tests are provided: Memory I/O test, Keyboard test, Remote controller test, and Test pattern.

8.6.1 Memory I/O test

The memory I/O test provides for individual testing of the display unit, FURUNO BB GPS Receiver, Network Sounder ETR-6/10N, ETR-30N and ARP, displaying program number and checking for proper operation.

1. Press the **MENU** key to show the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the MEMORY I/O TEST soft key.



* = Requires a FURUNO BB GPS receiver.
** = Requires Network Sounder ETR-6/10N, ETR-30N.

MEMORY I/O TEST menu

1. Then, press appropriate soft key to start a diagnostic test.

Display unit test

Press the DISPLAY UNIT TEST soft key at the MEMORY I/O TEST menu to test the display unit. The equipment displays program version number and checks devices. Results for device checks are shown as OK or NG (No Good). For any NG, request service. A test connector is required to check ports. “ - - “ shown when no test connector is connected. Chart number shown when chart is inserted. Press the RETURN soft key to return the MEMORY I/O TEST menu.

*For Navioics type. 1950028XX for C-MAP.

PROGRAM No. 1950027XX*	
ROM1	: OK
ROM2	: OK 02
SDRAM	: OK
SRAM	: OK
INT. BATTERY	: OK
PORT	
NMEA IN/OUT	: --
NMEA IN	: --
RS232	: --
HEADING	: --
NETWORK	: --
CARD SLOT	:
FPGA No.	: 01.02
H. PULSE	: OK
B. PULSE	: OK
ON TIME	: 000000.0 h
TX TIME	: 000000.0 h
Machine Status +108	

H. PULSE, B. PULSE: No results appear when "sub" radar selected as radar source.

XX = Program Version No.

Display unit test results

GPS sensor test (Requires a FURUNO BB GPS receiver)

Press the GPS SENSOR TEST soft key at the MEMORY I/O TEST menu to test a FURUNO BB GPS receiver. The equipment displays GPS receiver program version number, and checks the GPS unit for proper operation, displaying OK or NG (No Good) as the result. For NG, request service. Press the RETURN soft key to return the MEMORY I/O TEST menu.

PROGRAM No. *XXXXXXXXXX	
GPS UNIT	: OK
Machine Status +115	

*: Program No.

GPS receiver test results

Network sounder test (Requires Network Sounder ETR-6/10N, ETR-30N)

Press the NETWORK SOUNDER TEST soft key at the MEMORY I/O TEST menu to test the Network Sounder ETR-6/10N or ETR-30N. The equipment displays network sounder program version number, checks the ROM and RAM, and displays water temperature (appropriate sensor required) and depth. The results of the ROM and RAM check are shown as OK or NG (No Good). For any NG, request service. Press the RETURN soft key to return to the MEMORY I/O TEST menu.

```
PROGRAM No. 02523060XX
ROM 1            : OK
RAM              : OK
TEMPERATURE
             : 77°F
DEPTH
             : 4000ft
Machine Status +115
```

XX = Program Version No.

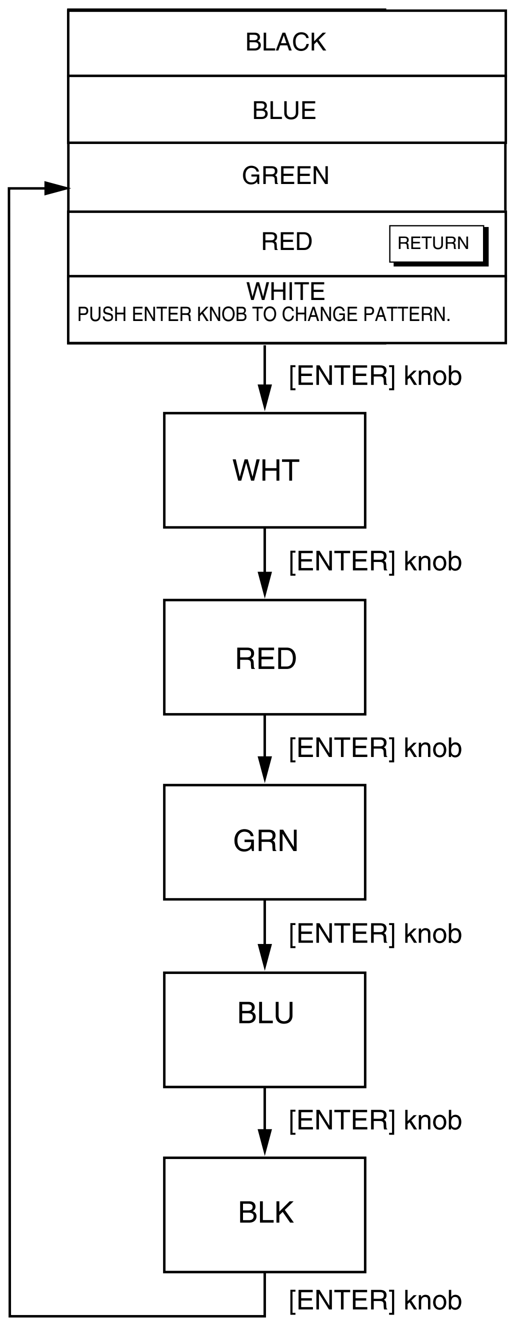
ETR-30N: 0252310XX.XX

Network sounder test results

8.6.2 Test pattern

The test pattern test checks the display for proper display of colors.

1. Press the **MENU** key to show the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the TEST PATTERN soft key to show the test pattern.
6. Push the **ENTER** knob consecutively to show white, red, green, blue and black colors individually.
7. Press the RETURN soft key.
8. Press the **MENU** key to close the menu.

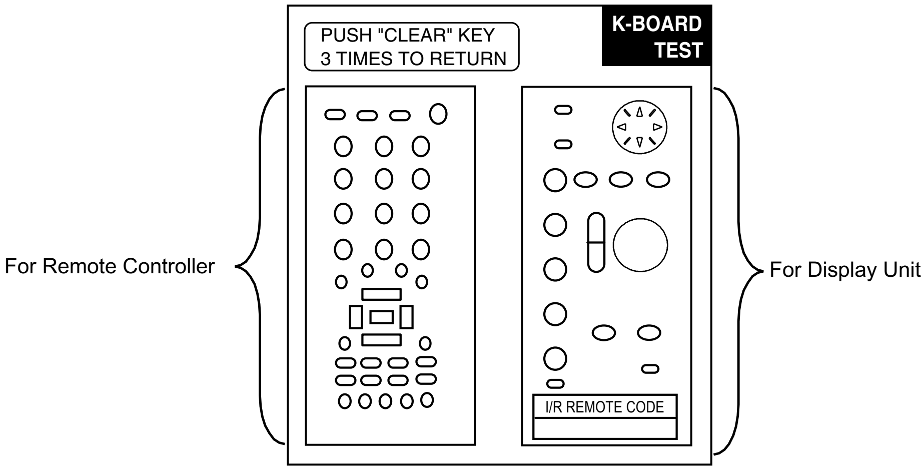


Test pattern sequence

8.6.3 Keyboard, remote controller test

The keyboard test checks the controls on the display unit and remote controller for proper operation.

1. Press the **MENU** key to show the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the KEYBOARD & REMOTE TEST soft key.



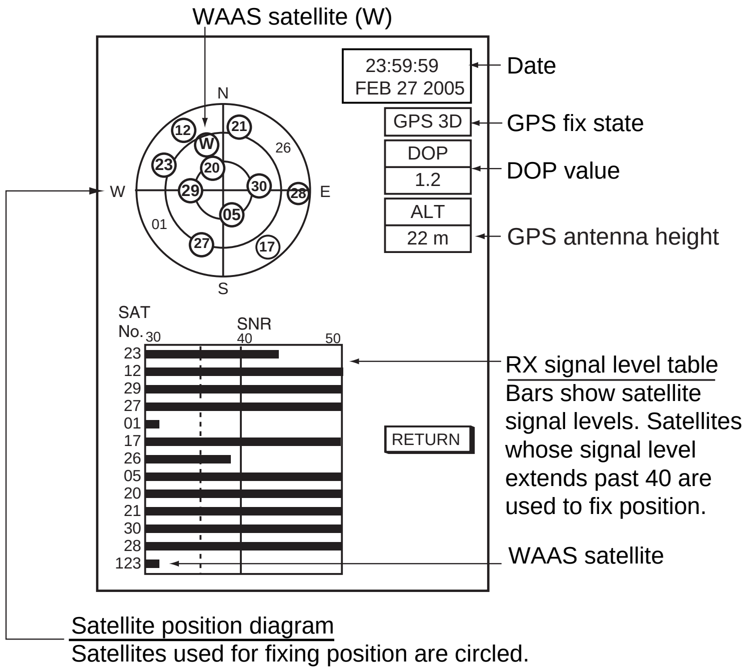
Screen for testing keyboard, remote controller

6. Operate each control on the keyboard and remote controller one by one. A key is functioning properly if its on-screen location “fills” in black when the key is pressed. For the **ENTER** knob and **Trackball**, rotate them to show their X-Y positions digitally, and push the **ENTER** knob to confirm its function.
7. Press the **CLEAR** key three times on the display unit or remote controller to escape from the test.
8. Press the **MENU** key to close the menu.

8.7 GPS Status Display

The GPS status display provides data about the GPS satellites. It is available with connection of the FURUNO BB GPS receiver or another GPS receiver outputting the data sentence GSA or GSV.

1. Press the **MENU** key.
2. Press the SYSTEM CONFIGURATION, NAV OPTION and GPS SENSOR SETTINGS soft keys to display the GPS SENSOR SETTINGS menu.
3. Press the GPS STATUS soft key.



GPS status display

4. Press the RETURN soft key to quit the GPS status display.

About the GPS status display

- This display is available with a FURUNO BB GPS receiver or other GPS receiver connected via LAN and outputting NMEA 0183 data.
- The receive signal level table shows the receive signal strength of 12 GPS satellites and one WAAS satellite. (GSA, GSV sentence necessary for GP-330B, WS-200 and other GPS receiver.)
- The WAAS satellite whose GSA data is first received, in case of the GP-330B, WS-200 and other GPS receiver, is used for the display. When there is no GSA sentence and the GSV sentence contains data from several WAAS satellites, the WAAS satellite having the highest elevation and best SNR is used for the display.
- The satellite position diagram shows the arrangement of GPS, GLONASS and WAAS satellites in the sky. A total of 36 satellites can be displayed. The type of satellite and number of satellites that can be displayed are as follows:
  GPS, 1-36; GLONASS, 65-96, WAAS, 1
- ALT indication is only available with GP-320B.

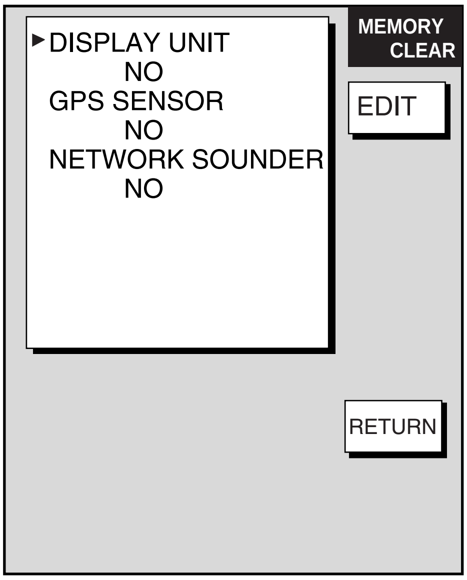
8.8 Clearing Memories

Your equipment has a memory for each of the plotter, radar and sounder sections. These memories can be cleared to restart operation with default settings.

The following data are not cleared:

Radar: Heading adjustment, timing adjustment, MBS level, tuning point, tuning indication (short, medium, long), video level, dead sector, antenna height, STC curve, antenna type, on time, tx time, **Sounder:** White marker, hue, signal level, TLL output, depth calibration, range.

1. Press the **MENU** key to open the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the MEMORY CLEAR soft key.



Memory clear menu

6. Use the **Trackball** to choose the memory to clear.
7. Press the EDIT soft key.
8. Use the **Trackball** to select YES, then press the ENTER soft key. One of the following displays appears depending on the selection made at step 6.

Display Unit Clear	GPS Receiver Clear	Network Sounder Clear
ALL SETTNGS EXCEPT SNDR ARE RESET TO DEFAULT. ARE YOU SURE? YES ... PUSH ENTER KNOB NO ... PUSH CLEAR KEY	BEGIN COLD START TO CLEAR GPS MEMORY. ARE YOU SURE? YES ... PUSH ENTER KNOB NO ... PUSH CLEAR KEY	SOUNDER WILL BE SET TO DEFAULT. ARE YOU SURE? YES ... PUSH ENTER KNOB NO ... PUSH CLEAR KEY

Windows for clearing memory

9. Push the **ENTER** knob to clear the memory selected.
10. Press the **MENU** key to close the menu.
11. Turn the power off and on again.

Note: Though the message “SYSTEM HAS FAILED START UP TEST. PLEASE CONTACT A LOCAL FURUNO REPRESENTATIVE FOR REPAIR. PUSH ANY KEY TO CONTINUE” may appear when powering on the display unit immediately after the clearing memories, there is no problem in fact. Press any key to continue the operation.

8.9 Error Messages

In addition to alarm messages your equipment also displays error messages.

Error messages

Error Message	Meaning	Remedy
General		
Connection with the ETR was cut.	Network sounder disconnected.	• Check that display unit where the sounder is connected is turned on. • Check network sounder’s cabling.
Connection with the RADAR was cut.	Radar disconnected.	• Check that display unit where the radar is connected is turned on. • Check antenna cable.
Low Voltage! Internal Battery	Voltage of battery on circuit board in display unit is low.	Have a qualified technician replace the battery.
No bearing pulse detected.	No bearing pulse from radar antenna.	Check antenna cable.
No position data	No position data is present.	Check for obstacles around GPS antenna.
No GPS fix!	Possible problem with FURUNO BB GPS receiver.	Disconnect GPS cable from the display unit, and then contact your dealer.
No heading pulse detected.	No heading pulse	Check heading sensor.
HEADING DATA MISSING!		Check heading cable.

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APPENDIX

Menu Overview

Radar

MENU Key

- RADAR DISPLAY SETUP
  - EBL REFERENCE (TRUE, RELATIVE)
  - CURSOR POSITION (LAT/LON, TD, RNG&BRG-REL, RNG&BRG-TRUE, MGRS)
  - TUNING (AUTO, MAN)
  - TX SECTOR BLANKING (ON (FROM 000°, SECTOR 001°), OFF)
  - NOISE REJECTION (OFF, LOW, HIGH)
  - BACKGROUND COLOR (BLACK/GREEN, BLACK/RED, BLUE/WHITE, DK BLUE/WHITE, WHITE/GREEN)
  - ECHO COLOR (YELLOW, GREEN, MULTI-COLOR)
  - WATCHMAN TIME (5, 10, 20 minutes)
  - RANGE UNIT (nm, km, sm)
  - D. BOX soft key (DATABOX SIZE SMALL/LARGE, POSITION, WAYPOINT, COG, SOG, STW, BEARING, RANGE, TIME TO GO, ETA, TEMPERATURE, DEPTH, TRIP LOG, DATE, TIME, WIND, HEADING, AIR TEMPERATURE, AIR PRESSURE)
- RADAR RANGE SETUP#
  - 0.125/0.25/0.5/0.75/1/1.5/2/3/4/6/8/12/16/24/36/48/64/72 (nm & sm)
  - 0.25/0.5/0.75/1/1.5/2/3/4/6/8/12/16/24/36/48/64/72 (km)

  # = Not used on GD-1720C.

  Max. range:
  24 nm/sm, km = Radar source is 1824C/1724C/1734C.
  36 nm/sm, km = Radar source is 1834C.
  48 nm/sm, km = Radar source is 1934C.
  64 nm/sm, km = Radar source is 1944C.
  72 nm/sm, km = Radar source is 1954C, 1964C.
- ARP SETUP (Requires ARP circuit board in network radar 18X4C/19X4C.)
  - ARP TARGET INFO (INTERNAL ARP, EXTERNAL ARP, OFF)
  - CANCEL ALL TARGETS (YES, NO)
  - ARP VECTOR MODE (RELATIVE, TRUE)
  - ARP VECTOR TIME (30 seconds; 1, 3, 6, 15, 30 minutes)
  - HISTORY INTERVAL (OFF, 30 seconds; 1, 3, 6 minutes)
  - CPA (OFF, 0.5, 1, 2, 3, 5, 6 nm)
  - TCPA (30 seconds; 1, 2, 3, 4, 5, 6, 12 minutes)
  - AUTO ACQUISITION AREA (ON, OFF)
  - TARGET ID NUMBER (ON, OFF)
- FUNCTION KEY SETUP*
  - SOFT KEY 1 - SOFT KEY 5 (OFF, HDG LINE OFF, MODE, GAIN, A/C SEA, A/C RAIN, FTC (Model 17X4C series radar only), ECHO STRETCH, PULSE LENGTH, ZOOM, OFFCENTER, ECHO TRAIL, RINGS ON/OFF, TLL OUTPUT, GUARD ALARM, EBL, VRM, TTM ON/OFF, WPT ON/OFF, WATCHMAN, ACQUISITION (ARP-equipped Model 18X4C/19X4C series network radar only), STBY/TX, RADAR SOURCE, D. BOX ON/OFF, CHANGE CNTRL, QUICK POINT, MARK ENTRY)

  * Default settings for function keys:
  SOFT KEY 1, HDG LINE OFF; SOFT KEY 2, RINGS ON/OFF; SOFT KEY 3, ECHO TRAIL; SOFT KEY 4, OFFCENTER, SOFT KEY 5, STBY/TX
- (1)

①

- SYSTEM CONFIGURATION
  - GENERAL SETUP
    - Page 1
      - KEY BEEP (ON, OFF)
      - LANGUAGE (ENGLISH, OTHERS)
      - RANGE UNIT (nm, kt; km, km/h; sm, mph; nm&yd, kt; nm&m, kt; km&m, km/h; sm&yd, mph)
      - TEMPERATURE UNIT (°C, °F)
      - DEPTH UNIT (m, ft, fa, PB)
      - WIND UNIT (kt, km/h, MPH, m/s)
      - WIND DATA (APPARENT, TRUE)
      - SPEED AVERAGING (0-9999 seconds)
      - LOCAL TIME OFFSET (-13:30 - +13:30)
      - RESET TRIP LOG (YES, NO)
      - TIMEOUT DISPLAY SETTING (15, 30, 60 seconds, CONTINUE)
      - SAVE MOB KEY FUNCTION (SAVE SHIP POSITION & MOB, MOB WITHOUT CONFIRMATION, QUICK POINT FUNCTION)
      - WALLPAPER (DEFAULT, USER)
    - Page 2
      - LAT/LON DISPLAY (DD° MM. MM', DD° MM. MMM', DD° MM. MMMM', DD° MM' SS.S")
      - TD DISPLAY (LORAN C, DECCA)
      - SPEED (SOG, STW)
      - POSITION DISPLAY (LAT/LON, TD, MGRS)
      - TIME DISPLAY (12 HOURS, 24 HOURS)
      - INFRARED REMOTE MODE (A, B, C, D)
      - RANGE & BEARING MODE (GREAT CIRCLE, RHUMB LINE)
      - BEARING READOUT (TRUE, MAGNETIC)
      - MAGNETIC VARIATION (AUTO, MANUAL)
      - AIR PRESSURE UNIT (hPa, mbar, mmHg, inHg)
  - NAV OPTION
    - NAV SOURCE SETTINGS
      - POSITION SOURCE (FURUNO BB GPS, GP, LC, ALL)
      - SPEED(STW) SOURCE (ETR, NMEA)
      - TEMPERATURE SOURCE (ETR, NMEA)
      - DEPTH SOURCE (ETR, NMEA)
      - STW CALIBRATION (-50 - +50%)
      - TEMP CALIBRATION (-40° - +40°F)
      - DEPTH CALIBRATION (-15 - +90 ft)
      - WIND AVERAGING (1 - 600 seconds)
      - WIND DIRECTION OFFSET (S(P)0° - 180°)
      - WIND SPEED CALIBRATION (-50 - +50%)
      - WIND(MWV) SOURCE (FURUNO BB GPS, NMEA)
      - AIR TEMPERATURE SOURCE (FURUNO BB GPS, NMEA)
      - AIR PRESSURE SOURCE (FURUNO BB GPS, NMEA)
    - GPS SENSOR SETTINGS OPTION
      - GEODETIC DATUM (WGS-84, OTHERS: See page AP-10.)
      - POSITION SMOOTHING (0 - 999 seconds)
      - SPD/CSE SMOOTHING (0 - 999 seconds)
      - LATITUDE OFFSET (0.000 - 9.999'N(S))
      - LONGITUDE OFFSET (0.000 - 9.999'W(E))
      - DISABLE SATELLITE (Max. 3)
      - LATITUDE (45°35.000'N)
      - LONGITUDE (125°00.000'W)
      - ANTENNA HEIGHT (0 - 999 m)
      - GPS FIX MODE (2D, 2D/3D)
      - COLD START (YES, NO)
      - GPS STATUS soft key (Displays status of GPS satellites.)
      - WAAS SETUP soft key (For FURUNO BB GPS receiver)
        - WAAS MODE (ON, OFF)
        - WAAS SEARCH (AUTO, MANUAL)
        - WAAS ALARM (ON, OFF)
        - CORRECTIONS DATA SET
    - TD SETUP
      - LORAN-C GRI (all Loran C GRIs)
      - CORRECTION 1 (-999.9 - +999.9 µs)
      - CORRECTION 2 (-999.9 - +999.9 µs)
      - DECCA CHAIN (all Decca chains)
      - CORRECTION 1 (-99.99 - +99.99 lane)
      - CORRECTION 2 (-99.99 - +99.99 lane)

②

(2)

- SYSTEM SETUP
  - PORT SETUP
    - DATA 1: GPS/NMEA PORT
      - OUTPUT FORMAT (NMEA 0183 Ver.1.5, 2.0)
      - BAUD RATE (AUTO, 4800bps, 38400bps)
      - LAT/LON FORMAT (DD° MM. MM' DD° MM. MMM' DD° MM. MMMM')
      - XTE FORMAT (X.XX, X.XXX)
      - OUTPUT DESTINATION (YES, NO)
      - SELECT SNTNC soft key*
      - PORT MNITR soft key* — CLEAR WINDOW
    - DATA 3: PC/NMEA/ EXT. BUZZ PORT
      - NMEA OUTPUT FORMAT (NMEA Ver.1.5, 2.0)
      - BAUD RATE (4800, 9600, 19200 bps)
      - BIT LENGTH (7 bits, 8 bits)
      - STOP BIT (1 bit, 2 bits)
      - PARITY (EVEN, ODD, NONE)
      - SELECT SNTNC soft key*
      - PORT MNITR soft key* — CLEAR WINDOW
    - OUTPUT THROUGH NETWORK (Select data sentences to output to NavNet equipment. See * below. All sentences turned off in default setting.)

(4) (3)

* = AAM, APB, BOD, BWR(BWC)#1, DPT(DBT)#2, GGA, GLL, GTD, MTW, RMA, RMB, RMC, VHW, VTG, WPL, XTE, ZDA, HDT, HDG, MWV, ZTG, TTM

TTM: (except in case of OUTPUT THROUGH NETWORK)

#1= BWR for rhumb line, BWC for great circle
#2 = DBT for NMEA Ver. 1.5; DPT for NMEA Ver. 2.0

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- TEST & CLEAR
  - MEMORY I/O TEST
    - DISPLAY UNIT TEST
    - GPS SENSOR TEST*
    - NETWORK SOUNDER TEST**
  - KEYBOARD & REMOTE TEST
  - TEST PATTERN
  - MEMORY CLEAR
    - DISPLAY UNIT (YES, NO)
    - GPS SENSOR (YES, NO)*
    - NETWORK SOUNDER (YES, NO)**
- HOT PAGE & NAV DISP SETUP
  - HOT PAGE SETUP (Configures HOT PAGE 1 to 5.)
  - NAV DATA DISPLAY SETUP (Configures nav data displays.)
  - NAV GRAPHIC DISPLAY SETUP
    - GRAPHIC METER (COMPASS, WIND ANGLE)
    - DEPTH GRAPH UP-DATE (0.5, 1, 2, 4 s/dot)
    - TEMP GRAPH UP-DATE (0.5, 1, 2, 4 s/dot)
- SIMULATION SETUP
  - RADAR (BUILT IN DATA 1, BUILT IN DATA 2, USER DATA, LIVE)
  - PLOTTER (SIMULATION, LIVE)
  - SOUNDER (BUILT IN DATA, ETR DATA, LIVE)
  - SPEED (0.0-99.9 kt)
  - COURSE (8 FIGURE, DIRECTION 0.0-359.9°)
  - LATITUDE (90°0.0'N-90°0.0'S)
  - LONGITUDE (180°0.0'E-180°0.0'W)
  - START DATE & TIME (hh: mm dd. mmm. yy)
  - GET RADAR SIMULATION DATA (YES, NO)

* = Requires FURUNO BB GPS Receiver.
** = Requires Network Sounder ETR-6/10N, ETR-30N.

- DATA TRANSFER
  - UPLOAD/ DOWNLOAD DATA
    - DOWNLOAD WPT/ROUTE TO PC (WAYPOINTS & ROUTES, MARKS & LINES)
      - SELECT BPS soft key: 4800, 9600, 19200 (bps)
    - UPLOAD WPT/ROUTE FROM PC (WAYPOINTS & ROUTES, MARKS & LINES)
      - SELECT BPS soft key: 4800, 9600, 19200 (bps)
    - SAVE DATA TO MEMORY CARD (TRACKS, MARKS & LINES, WAYPOINTS & ROUTES, SETTING DATA)
    - LOAD DATA FROM MEMORY CARD (TRACKS, MARKS & LINES, WAYPOINTS & ROUTES, SETTING DATA, WALLPAPER)
  - RECEIVE YEOMAN DATA (Receive Yeoman data.)
  - RECEIVE DATA VIA NETWORK
    - HOST NAME (NAVNET1, 2, 3, 4)
    - MARKS & LINES (ON, OFF)
    - WAYPOINTS & ROUTES (ON, OFF)

Plotter

- MENU Key
  - CHART SETUP
    - CHART OFFSET (Offsets chart position.)
    - TRACKS & MARKS CONTROL
      - OWN SHIP TRACK DISP (ON, OFF)
      - OWN SHIP TRACK COLOR (RED, YELLOW, GREEN, LIGHT BLUE, PURPLE, BLUE, WHITE)
      - TARGET TRACKS DISPLAY (ON, OFF, ARP ONLY, AIS ONLY, BOTH)
      - TARGET TRACK COLOR (RED, YELLOW, GREEN, LIGHT BLUE, PURPLE, BLUE, WHITE)
      - INTERVAL (TIME, DISTANCE)
      - TIME INTERVAL (1 - 99m59s)
      - DISTANCE INTERVAL (0 - 99.99nm/km/sm)
      - MEMORY (TRACK & MARK) (0 - 8000 points)
      - TRACK soft key (RESUME, HALT)
      - ERASE T & M soft key
        - ERASE ALL TRACKS
        - ERASE TRACKS BY AREA
        - ERASE TRACKS BY COLOR
        - ERASE TARGET TRACKS
        - ERASE ALL MARKS/LINES
        - ERASE MARKS BY AREA
      - MARK SETUP soft key
        - MARKS/LINES COLOR (RED, YELLOW, GREEN, LIGHT BLUE, PURPLE, BLUE, WHITE)
        - MARKS SHAPE (○ □ ◇ × ⌂ ⌂ •)
        - LINES STYLE (·, ——, ••••••, •—•—)
        - MARKS SIZE (LARGE, SMALL)

      [ ] = Default setting
    - CHART CONFIG (FURUNO, NavCharts™)
      - Page 1
        - LAT/LON GRID (RED, YELLOW, GREEN, LIGHT BLUE, PURPLE, BLUE, WHITE, OFF)
        - TEXT INFORMATION (ON, OFF)
        - WAYPOINTS (LARGE, SMALL, OFF)
        - WAYPOINT NAMES (ON, OFF)
        - CHART BORDER LINES (ON, OFF)
        - LIGHT SECTOR INFO (ON, OFF)
      - Page 2
        - OBJECT INFORMATION (OFF, ALL ON, POINTS ON)
        - CHART DISPLAY (DETAILED, SIMPLE)
        - NAVAIDS SYMBOL (INTERNATIONAL, US)
        - CAUTION & ROUTING DATA (ON, OFF)
        - MARINE FEATURES (ON, OFF)
        - LAND FEATURES (ON, OFF)
      - CNTOUR LINE soft key
        - SPOT SOUNDINGS (ON, OFF)
        - SAFE CONTOUR SHADING (7, 16, 33, 66 ft)
        - DEPTH CONTOUR (ALL, 16, 33, 66 ft, OFF)

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② CHART DETAILS (C-MAP chart) (See page 7-16.)

Page 1
- PERSPECTIVE (ON, OFF)
- DE-CLUTTER (ON, OFF)
- CHART DISPLAY MODE (FULL, SIMPLE, FISHING, LOW, CUSTOM)
- SAFETY STSTUS (ON, OFF)
- WAYPOINT (PLOTTER/OVERLAY, PLOTTER, OFF)
- WAYPOINT NAME (PLOTTER/OVERLAY, PLOTTER, OFF)
- NAMES (PLOTTER/OVERLAY, PLOTTER, OFF)
- BUOYS NAME (PLOTTER/OVERLAY, PLOTTER, OFF)
- NAV-AIDS (US, US SIMPLE, INT, INT SIMPLE, PLOTTER/OVERLAY, PLOTTER, OFF)
- LIGHT SECTORS (ON, FLASHING, PLOTTER/OVERLAY, PLOTTER, OFF)
- ATTENTION AREAS (PLOTTER/OVERLAY, PLOTTER, OFF)
- TIDES & CURRENTS (PLOTTER/OVERLAY, PLOTTER, OFF)

Page 2
- SEABED TYPE (PLOTTER/OVERLAY, PLOTTER, OFF)
- PORTS & SERVICES (PLOTTER/OVERLAY, PLOTTER, OFF)
- TRACKS & ROUTE (PLOTTER/OVERLAY, PLOTTER, OFF)
- UNDERWATER OBJECTS (PLOTTER/OVERLAY, PLOTTER, OFF)
- RIVERS & LAKES (PLOTTER/OVERLAY, PLOTTER, OFF)
- LAND FEATURES (PLOTTER/OVERLAY, PLOTTER, OFF)
- LANDMARKS (PLOTTER/OVERLAY, PLOTTER, OFF)
- LAT/LON GRID (PLOTTER/OVERLAY, PLOTTER, OFF)
- CHART BOUNDARIES (ON, AUTO, PLOTTER/OVERLAY, PLOTTER, OFF)
- MIXING (ON, OFF)
- CHART LEVEL (LOCK, UNLOCK)
- VALUE-ADDED DATA (PLOTTER/OVERLAY, PLOTTER, OFF)
- CAMERA ICON (PLOTTER/OVERLAY, PLOTTER, OFF)
- DEPTH INFO soft key (See left margin.)

DEPTH CONFIG soft key
- DEPTH SHADING CONFIRMATION (AUTO, MANUAL, NONE)
- DEPTH SHADING DISPLAY (7, 18, 30, 60)
- DEPTH LINES & SPOT SOUNDINGS DISPLAY MODES (PLOTTER/OVERLAY, PLOTTER, OFF)
- DEPTH LINES & SPOT SOUNDING DISP (0 to 99999 m/ft/fa/pb)
- ROCKS BOTTOM TYPE DEPTH DISPLAY (0 to 99999 m/ft/fa/pb)

PLOTTER SETUP
- WAYPOINT SWITCHING (PERPENDICULAR, ARRVL ALM CRCL, MANUAL)
- COURSE VECTOR (VECTOR, LINE, OFF)
- SET GO TO METHOD (1 POINT, 35 POINTS, 35PTS/PORT SVC)
- QP (EXT WPT (RMB), INTERNAL)
- SAFE ROUTE CHECK (ON, OFF)*
- POPUP INFO (OFF, ALL ON, POINTS ON)*
- QPT/MARK SOFT KEY (QUICK POINT, MARK ENTRY)*
- SHIP SHAPE (BOAT(L), BOAT(S), CIRCLE, CROSS)
- D. BOX soft key (Same items as for D. BOX soft key on the RADAR DISPLAY SETUP menu. See page AP-1.)

*: C-MAP only.

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- WAYPOINTS/ ROUTES
  - WAYPOINTS
    - LOCAL LIST
    - ALPHANUMERIC LIST
      - GO TO
      - NEW WPT
      - EDIT WPT
      - ERASE WPT
    - WAYPOINT BY CURSOR
      - NEW WPT
    - WAYPOINT BY RNG & BRG
      - NEW WPT
      - START POINT
  - ROUTES
    - GO TO
    - NEW ROUTE
    - EDIT ROUTE
    - ERASE ROUTE
  - LOG
    Destination is required.
    - RESTART
    - STOP/RELEASE
    - RVRSE/FORWARD
    - SPEED (Speed for ETA, 0-99 kt, GPS or manual input)
    - COORD TYPE
  - CREATE VOYAGE-BASED ROUTE
    - NEW (BCKTRK TIME, BCKTRK DIST, MANUAL)
    - SELECT ROUTE
- FUNCTION KEY SETUP*
  - SOFT KEY 1 - SOFT KEY 5
    (OFF, ADD NEW WPT, MOVE WPT, RULER, GO TO WPT, GO TO ROUTE, EDIT MK/LINE, TRACK ON/OFF, TTM ON/OFF, DEL TGT TRK, ALPHA LIST, LOCAL LIST, ROUTE LIST, D. BOX ON/OFF, CHANGE CNTRL, QUICK POINT)
    (Assigns function of each plotter function key.)

    * Defaut settings for function keys:
    SOFT KEY 1, TRACK ON/OFF; SOFT KEY 2, EDIT MK/LINE;
    SOFT KEY 3, RULER; SOFT KEY 4, ADD NEW WPT;
    SOFT KEY 5, ALPHA LIST
- SYSTEM CONFIGURATION (Same items as on page AP-2.)

Sounder

MENU Key
- SOUNDER MENU
  - NOISE LIMITER (OFF, LOW, MEDIUM, HIGH)
  - CLUTTER (0-16, AUTO)
  - WHITE MARKER (1-8 (8-color), 1-16 (16 color), OFF)
  - ZOOM MARKER (ON, OFF)
  - HUE (1-9)
  - SIGNAL LEVEL (OFF, SL1-SL3, 8 color, monochrome, SL1-SL6)
  - PICTURE ADVANCE (2/1, 1/1, 1/2, 1/4, 1/8, 1/16, STOP)
  - TEMPERATURE GRAPH (ON, OFF)
  - PRR LEVEL (0-20, SPD SENSING PRR)
  - D. BOX soft key (Same items as on RADAR DISPLAY SETUP menu. See page AP-1.)
- SOUNDER SYSTEM SETUP
  - FISH ALARM LEVEL (HIGH, MEDIUM, LOW)
  - TRANSMISSION (OFF, ON)
  - TVG-HF (0 - 9)
  - TVG-LF (0 - 9)
  - ECHO OFFSET-HF (-50 - +50)
  - ECHO OFFSET-LF (-50 - +50)
  - BOTTOM LEVEL-HF (-100 - +100)
  - BOTTOM LEVEL-LF (-100 - +100)
  - KP PULSE (INTERNAL, EXTERNAL)
  - SMOOTHING (OFF, SM1, SM2, SM3, SM4)
  - TLL OUTPUT (ON, OFF)
  - SENSOR SETUP soft key
    - SPEED CALIBRATION (-50 - +50%)
    - TEMP CALIBRATION (-40°F - +40°F)
    - DEPTH CALIBRATION (-15 - +90 ft)
    - ACSTC SPD CALIBRATION (-500 - +500m/s)
- SOUNDER RANGE SETUP
  - RANGE 1 - RANGE 8*
  - ZOOM RANGE (2-120 m; 7-400 ft, 1-60 fa, 1-70 P/B)
  - BOTTOM LOCK RANGE (3 m, 6 m; 10 ft, 20 ft; 2 fa, 3 fa; 2 P/B, 3 P/B)
- FUNCTION KEY SETUP#
  - SOFT KEY 1- SOFT KEY 5
    (OFF, AUTO MODE, GAIN HF, GAIN LF, SHIFT, NOISE LIMITER, CLUTTER, WHITE MARKER, HUE, SIGNAL LEVEL, PICTURE ADV, TEMP. GRAPH, TVG HF, TVG LF, OFFSET HF, OFFSET LF, SMOOTHING, ZOOM RANGE, B/L RANGE, TLL OUTPUT, SNDR SOURCE, D. BOX ON/OFF, CHANGE CNTRL, SAVE SCREEN, QUICK POINT)
    (Assign function of echo sounder function key.)
- SYSTEM CONFIGURATION (Same items as on page AP-2.)

* = Default sounder ranges

Range 1	Range 2	Range 3	Range 4	Range 5	Range 6	Range 7	Range 8 ETR-6/10N	Range 8 ETR-30N
5 m	10 m	20 m	40 m	80 m	150 m	300 m	1200 m	1500 m
15 ft	30 ft	60 ft	120 ft	200 ft	400 ft	1000 ft	4000 ft	4500 ft
3 fa	5 fa	10 fa	20 fa	40 fa	80 fa	150 fa	650 fa	900 fa
3 P/B	5 P/B	10 P/B	30 P/B	50 P/B	100 P/B	200 P/B	700 P/B	900 P/B

Default settings for function keys:
SOFT KEY 1, TLL OUTPUT; SOFT KEY 2, CLUTTER; SOFT KEY 3, SIGNAL LEVEL;
SOFT KEY 4, NOISE LIMITER; SOFT KEY 5, PICTURE ADV

ALARM key

Radar Alarms

ALARM key
- SET GUARD 1 (ERASE GUARD 1)
- SET GUARD 2 (ERASE GUARD 2)

Plotter Alarms

ALARM key
- AUDIO ALARM (INT & EXT BUZZ, INTERNAL BUZZ, OFF)
- ARRIVAL ALARM (ON, OFF)
- ANCHOR WATCH ALARM (ON, OFF)
- PROXIMITY ALARM (ON, OFF)
- XTE ALARM (ON, OFF)
- SPEED ALARM (WITHIN, UNDER/OVER, OFF)
- TRIP ALARM (ON, OFF)
- BOTTOM ALARM (ON, OFF)
- TEMPERATURE ALARM (WITHIN RANGE, OUT OF RANGE, OFF)
- GROUNDING ALARM*
- GROUNDING ALARM RANGE*
- NEXT INFO soft key (Shows which alarms have been violated.)
- CLEAR ALARM soft key (Acknowledges violated alarm.)

*: C-MAP only

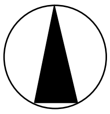
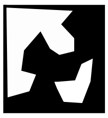
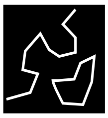
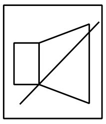
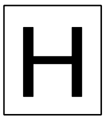
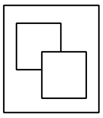
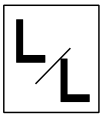
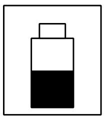
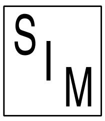
Sounder Alarms

ALARM key
- AUDIO ALARM (INT & EXT BUZZ, INTERNAL BUZZ, OFF)
- BOTTOM ALARM (ON, OFF)
- TEMPERATURE ALARM (WITHIN RANGE, OUT OF RANGE, OFF)
- FISH ALARM (ON, OFF)
- FISH ALARM (B/L) (ON, OFF)
- NEXT INFO soft key (Shows which alarms have been violated.)
- CLEAR ALARM soft key (Acknowledges violated alarm.)

Geodetic Chart List

001: WGS84
002: WGS72
003: TOKYO : Mean Value (Japan, Korea, and Okinawa)
004: NORTH AMERICAN 1927 : Mean Value (CONUS)
005: EUROPEAN 1950 : Mean Value
006: AUSTRALIAN GEODETIC 1984 : Australia and Tasmania Island
007: ADINDAN : Mean Value (Ethiopia and Sudan)
008: : Ethiopia
009: : Mall
010: : Senegal
011: : Sudan
012: AFG : Somalia
013: AIN EL ABD 1970 : Bahrain Island
014: ANNA 1 ASTRO 1965 : Cocos Island
015: ARC 1950 : Mean Value
016: : Botswana
017: : Lesotho
018: : Malawi
019: : Swaziland
020: : Zaire
021: : Zambia
022: : Zimbabwe
023: ARC 1960 : Mean Value (Kenya, Tanzania)
024: : Kenya
025: : Tanzania
026: ASCENSION ISLAND 1958 : Ascension Island
027: ASTRO BEACON "E" : Iwo Jima Island
028: ASTRO B4 SOR. ATOLL : Tern Island
029: ASTRO POS 71/4 : St. Helena Island
030: ASTRONOMIC STATION 1952 : Marcus Island
031: AUSTRALIAN GEODETIC 1966 : Australia and Tasmania Island
032: BELLEVUE (IGN) : Efate and Erromango Islands
033: BERMUDA 1957 : Bermuda Islands
034: BOGOTA OBSERVATORY : Colombia
035: CAMPO INCHAUSPE : Argentina
036: CANTON ISLAND 1966 : Phoenix Islands
037: CAPE : South Africa
038: CAPE CANAVERAL : Mean Value (Florida and Bahama Islands)
039: CARTHAGE : Tunisia
040: CHATHAM 1971 : Chatham Island (New Zealand)
041: CHUA ASTRO : Paraguay
042: CORREGO ALEGRE : Brazil
043: DJAKARTA (BATAVIA) : Sumatra Island (Indonesia)
044: DOS 1968 : Gizo Island (New Georgia Island)
045: EASTER ISLAND 1967 : Easter Island
046: EUROPEAN 1950 (Cont'd) : Western Europe
047: : Cyprus
048: : Egypt
049: : England, Scotland, Channel, and Shetland Islands
050: : England,Ireland, Scotland, and Shetland Islands
051: : Greece
052: : Iran
053: : Italy Sardinia
054: : Italy Sicily
055: : Norway and Finland
056: : Portugal and Spain
057: EUROPEAN 1979 : Mean Value
058: GANDAJIKA BASE : Republic of Maldives
059: GEODETIC DATUM 1949 : New Zealand
060: GUAM 1963 : Guam Island
061: GUX 1 ASTRO : Guadalcanal Island
062: HJORSEY 1955 : Iceland
063: HONG KONG 1963 : Hong Kong
064: INDIAN : Thailand and Vietnam
065: : Bangladesh, India, and Nepal
066: IRELAND 1956 : Ireland
067: ISTS 073 ASTRO 1969 : Diego Garcia
068: JHONSTON ISLAND 1961 : Johnston Island
069: KANDAWALA : Sri Lanka
070: KERGUELEN ISLAND : Kerguelen Island
071: KERTAU 1948 : West Malaysia and Singapore
072: LA REUNION : Mascarene Island
073: L.C. 5 ASTRO : Cayman Brac Island
074: LIBERIA 1964 : Liberia
075: LUZON : Philippines (Excluding Mindanao Island)
076: : Mindanao Island
077: MAHE 1971 : Mahe Island
078: MARCO ASTRO : Salvage Islands
079: MASSAWA : Eritrea (Ethiopia)
080: MERCHICH : Morocco
081: MIDWAY ASTRO 1961 : Midway Island
082: MINNA : Nigeria
083: NAHRWAN : Masirah Island(Oman)
084: : United Arab Emirates
085: : Saudi Arabia
086: NAMIBIA : Namibia
087: MAPARIMA, BWI : Trinidad and Tobago
088: NORTH AMERICAN 1927 : Western United States
089: : Eastern United States
090: : Alaska
091: : Bahamas (Excluding San Salvador Island)
092: : Bahamas San Salvador Island
093: : Canada (Including Newfoundland Island)
094: : Alberta and British Columbia
095: : East Canada
096: : Manitoba and Ontario
097: : Northwest Territories and Saskatchewan
098: : Yukon
099: : Canal Zone
100: : Caribbean
101: : Central America
102: : Cuba
103: : Greenland
104: : Mexico
105: NORTH AMERICAN 1983 : Alaska
106: : Canada
107: : CONUS
108: : Mexico, Central America
109: OBSERVATORIO 1966 : Corvo and Flores Islands (Azores)
110: OLD EGYPTIAN 1930 : Egypt
111: OLD HAWAIIAN : Mean Value
112: : Hawaii
113: : Kaual
114: : Maui
115: : Oahu
116: OMAN : Oman
117: ORDNANCE SURVEY OF GREAT BRITAIN 1936 : Mean Value
118: : England
119: : England, Isle of Man, and Wales
120: : Scotland and Shetland Islands
121: : Wales
122: PICO DE LAS NIVIES : Canary Islands
123: PITCAIRN ASTRO 1967 : Pitcairn Island
124: PROVISIONAL SOUTH CHILEAN 1963 : South Chile (near 53° s)
125: PROVISIONAL SOUTH AMERICAN 1956 : Mean Value
126: : Bolivia
127: : Chile Northern Chie (near 19° s)
128: : Chile Southern Chile (near 43° s)
129: : Colombia
130: : Ecuador
131: : Guyana
132: : Peru
133: : Venezuela
134: PUERTO RICO : Puerto Rico and Virgin Islands
135: QATAR NATIONAL : Qatar
136: QORNOQ : South Greenland
137: ROME 1940 : Sardinia Islands
138: SANTNA BRAZ : Sao Maguel, Santa Maria Islands (Azores)
139: SANTO (DOS) : Espirito Santo Island
140: SAPPER HILL 1943 : East Falkland Island
141: SOUTH AMERICAN 1969 : Mean Value
142: : Argentina
143: : Bolivia
144: : Brazil
145: : Chile
146: : Colombia
147: : Ecuador
148: : Guyana
149: : Paraguay
150: : Peru
151: : Trinidad and Tobago
152: : Venezuela
153: SOUTH ASIA : Singapore
154: SOUTHEAST BASE : Porto Santo and Medeira Islands
155: SOUTHWEST BASE : Faial, Graciosa, Pico, Sao Jorge, and Terceira Islands
156: TIMBALAI 1948 : Brunel and East Malaysia (Sarawak and Sadah)
157: TOKYO : Japan
158: : Korea
159: : Okinawa
160: TRISTAN ASTRO 1968 : Tristan da Cunha
161: VITI LEVU 1916 : Viti Levu Island (Fiji Islands)
162: WAKE-ENIWETOK 1960 : Marshall Islands
163: ZANDERIJ : Suriname
164: BUKIT RIMPAH : Bangka and Belitung Islands (Indonesia)
165: CAMP AREA ASTRO : Camp Mcmurdo Area, Antarctica
166: G. SEGARA : Kalimantan Islands(Indonesia)
167: HERAT NORTH : Afghanistan
168: HU-TZU-SHAN : Taiwan
169: TANANARIVE OBSERVATORY 1925 : Madagascar
170: YACARE : Uruguay
171: RT-90 : Sweden
172 : Pulkovo 1942 : Russia
173:: FINNISH KKJ: Finland

Icons

Icon	Meaning
	North marker. Points to North.
	Correct chart and suitable scale - full chart reliability.
	Chart overenlarged.
	Plotter, radar, sounder alarm setting violated.
	Track is not being recorded or plotted.
	Chart offset applied.
	Voyage-based route currently being created.
	Latitude and longitude position offset applied.
	Voltage of battery on circuit board in display unit is low. Contact your dealer about replacement.
	Simulation mode.

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SPECIFICATIONS OF MARINE RADAR
MODEL 1724C/1734C

1 GENERAL

1.1 Range, Pulselength (PL) & Pulse Repetition Rate (PRR)

Range (nm)	Pulselength (µs)	PRR (Hz approx.)
0.125 to 1.5	0.08	2100
1.5 to 3	0.3	1200
3 to 36*	0.8	600

*Maximum Range: M1724C: 24nm, M1734C: 36nm

1.2 Range Resolution All models: 21 m

1.3 Bearing Resolution M1724C: 6.7°, M1734C: 5.5°

1.4 Minimum Range M1724C: 27 m, M1734C: 35 m

1.5 Bearing Accuracy ±1°

1.6 Range Ring Accuracy 0.9% of range or 8 m, whichever is the greater

2 ANTENNA UNIT

2.1 MODEL1724C:

2.1.1 Radiator Micro-strip

2.1.2 Polarization Horizontal

2.1.3 Antenna Rotation 31/25 rpm nominal (for short/long range)

2.1.4 Radiator Length 45 cm

2.1.5 Horizontal Beamwidth 5.2°

2.1.6 Vertical Beamwidth 25°

2.1.7 Sidelobe Attenuation -20 dB

2.2 MODEL1734C:

2.2.1 Radiator Printed waveguide array

2.2.2 Polarization Horizontal

2.2.3 Antenna Rotation 24 rpm nominal

2.2.4 Radiator Length 60 cm

2.2.5 Horizontal Beamwidth 4°

2.2.6 Vertical Beamwidth 20°

2.2.7 Sidelobe Attenuation -18 dB

3 TRANSCEIVER MODULE

3.1 Frequency and Modulation 9410 MHz ±30MHz (X band), P0N

3.2 Peak Output Power M1724C: 2 kW nominal,
M1734C: 4 kW nominal,

3.3 Modulator FET Switching Method

3.4 Intermediate Frequency 60 MHz

3.5 Tuning Automatic

3.6 Receiver Front End MIC (Microwave IC)

3.7 Bandwidth 7 MHz

3.8 Duplexer Circulator with diode limiter

3.9 Warming up M1724C: 60 s approx, M1734C: 90 s approx.

4 DISPLAY UNIT

4.1 Display 7-inch rectangular color LCD, 480(H) x 640(V) dots,
Effective radar display area: 432 x 432 mm

4.2 Range, Range Ring Interval (RI), Number of Rings

Range (nm)	0.125	0.25	0.5	0.75	1	1.5	2	3	4	6	8	12	16	24	36
RI (nm)	0.0625	0.125	0.125	0.25	0.25	0.5	0.5	1	1	2	2	3	4	6	12
Rings	2	2	4	3	4	3	4	3	4	3	4	4	4	4	3

Maximum range: M1724C: 24nm, M1734C: 36nm

4.3 Markers Heading Line, Bearing Scale, Range Rings,
Variable Range Marker (VRM), Electronic Bearing Line (EBL),
Alarm Zone, Waypoint Mark (navigation input required)

4.4 Alphanumeric Indications Range, Range Ring Interval, Interference Rejection (IR),
Variable Range Marker (VRM), Electronic Bearing Line (EBL),
Stand-by (ST-BY), Echo Averaging (EAV), TX Pulse width
Guard Alarm (G(IN), G(OUT)), Echo Stretch (ES),
Range and Bearing to Cursor or Cursor Position,
Echo Trailing (TRAIL), Trailing Time,
Data Box (Position, COG, SOG, STW, etc. selectable on menu)

4.5 Input Data IEC 61162-1 (NMEA 0183 Ver1.5/2.0)

Own ship's position: GGA>RMC>RMA>GLL

Ship's speed: RMC>RMA>VTG>VHW

Bearing (True): HDT>HDG[*1]>HDM[*1]

Course: RMC>RMA>VTG

Water depth: DPT>DBT

Wind: MWV>VWT>VWR

Water Temperature: MTW

Time: ZDA

[*1]: calculated by magnetic deviation

4.6	Output Data	
	Alarm signal	12 VDC, 100 mA or less
	NMEA 0183 Ver1.5	GGA, GLL, RMA, RMC, GTD, VTG, ZDA (GPS data required) RMB, WPL, BWC or BWR, APB, AAM, BOD, XTE, VHW, MTW, DPT or DBT, HDT, HDG, MWV, ZTG TLL (L/L, Heading data required), TTM (ARPA required)

5 PLOTTER FUNCTION

5.1	Projection	Mercator
5.2	Usable Area	85 latitude or below
5.3	Effective Area	133.4 x 97.3 mm
5.4	Display pixels	480 x 640 dots
5.5	Position Indication	Latitude/longitude, Loran C LOP, DECCA LOP or MGRS
5.6	Effective Projection Area	0.125 nm to 2,048 nm (at equatorial area)
5.7	Track Display	Plot interval: by time (1 sec. to 99 min. 99 sec.) or by distance (0 to 99.99 nm)
5.8	Track Colors	Red, yellow, green purple, light-blue, blue, white
5.9	Memory Capacity	Track/mark: 8000 points, Waypoint: 999 points
5.10	Storage Capacity	Simple route: 200 routes with 35 waypoints each
5.11	MOB	1 point
5.12	Quick Routes	1 course with 35 waypoints max.
5.13	Electronic Chart	SD Card: NAVIONICS Gold Chart card, or C-MAP NT MAX chart card
5.14	Alarms	Arrival and Anchor watch, Cross track error and proximity alarms, Ship’s speed in and out alarms, Water temperature, Trip alarm, Fish alarm, Bottom alarm (ETR required), Grounding alarm (C-MAP only)

6 POWER SUPPLY

6.1	Rated Voltage/Current	
	M1724C	12-24 VDC: 5.9-2.8 A
	M1734C	12-24 VDC: 5.6-2.7 A
6.2	Rectifier (option)	PR-62: 100/110/115/220/230 VAC, 1 phase, 50/60 Hz

7 ENVIRONMENTAL CONDITION

7.1	Ambient Temperature	Antenna Unit: -25°C to +70°C
		Display Unit: -15°C to +55°C
		Remote Controller: +5°C to +45°C
7.2	Relative Humidity	93 % or less at +40°C
7.3	Waterproofing	Antenna Unit: IPX6
		Display Unit: IPX5 (External monitor connected: IPX0)
		Remote Controller: IPX0
7.4	Vibration	2 Hz-5Hz to 13.2 Hz: Amplitude: ±1 mm ±10%
		13.2 Hz to 100 Hz: Max. acceleration 7m/s^2, fixed

8 COATING COLOR

8.1	Display Unit	N3.0
8.2	Antenna Unit	N9.5 (upper), 2.5PB3.5/10 (lower)

SPECIFICATIONS OF VIDEO PLOTTER GD-1720C

1	**PLOTTER FUNCTION**	
1.1	Projection	Mercator
1.2	Usable Area	85 latitude or below
1.3	Effective Area	1933.4 x 97.3 mm
1.4	Display pixels	480 x 640 dots
1.5	Position Indication	Latitude/longitude, Loran C LOP, DECCA LOP or MGRS
1.6	Effective Projection Area	0.125 nm to 2,048 nm (at equatorial area)
1.7	Track Display	Plot interval: by time (1 sec. to 99 min. 99 sec.) or by distance (0 to 99.99 nm)
1.8	Colors	Red, yellow, green purple, light-blue, blue, white
1.9	Memory Capacity	Track/mark: 8000 points, Waypoint: 999 points
1.10	Storage Capacity	Simple route: 200 routes with 35 waypoints each
1.11	MOB	1 point
1.12	Quick Routes	1 course with 35 waypoints max.
1.13	Electronic Chart	SD card - FURUNO or NAVIONICS Gold Chart card, or C-MAP NT MAX chart card
1.13.1	Alarms	Arrival and Anchor watch, Cross track error and proximity alarms, Ship's speed in and out alarms, Water temperature, Trip alarm, Fish alarm, Bottom alarm (ETR required), Grounding alarm
2	**POWER SUPPLY**	
2.1	Rated Voltage/Current	12-24 VDC: 2.1-1.0 A
2.2	Rectifier (option)	PR-62: 100/110/115/220/230 VAC, 1 phase, 50/60 Hz
3	**ENVIRONMENTAL CONDITION**	
3.1	Ambient Temperature	-15°C to +55°C
3.2	Relative Humidity	93% or less at +40°C
3.3	Waterproofing	IPX5
3.4	Vibration	2 Hz-5Hz to 13.2 Hz: Amplitude: ±1 mm ±10% 13.2 Hz to 100 Hz: Max. acceleration 7m/s^2, fixed
4	**COATING COLOR**	
4.1	Display Unit	N3.0

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Declaration of Conformity CE 0560 ⓘ

We FURUNO ELECTRIC CO., LTD.

(Manufacturer)

9-52 Ashihara-Cho, Nishinomiya City, 662-8580, Hyogo, Japan

(Address)

declare under our sole responsibility that the product

7" colour LCD radar Types: Models 1722C/1723C/1724C (ø460 mm radome, 2.2 kW), Models 1732C/1733C/1734C (ø602 mm radome, 4 kW), Model 1742C (697 mm open, 2.2 kW), Model M1753C (697 mm open, 4 kW) and Models 1762C/1763C (1035 mm open, 4 kW)

(Model name, serial number)

are in conformity with the essential requirements as described in the Directive 1999/5/EC of the European Parliament and of the Council of 9 March 1999 on radio equipment and telecommunications terminal equipment (R&TTE Directive) and satisfies all of the following rules, technical standards and recommendations applicable to the product:

EN 60945: 1997-01 (IEC 60945 Third edition: 1996-11)
KSR 142: October 1985, Annex 1
IEC 60936-1 Amendment 1 Annex D: 2002-06
ITU R.R. Appendix S3 Table 2
ITU-R M.1177-3: 2003-06, ITU-R SM.1539: 2002-11, ITU-R SM.1541: 2002-11, ITU-R SM.329-9: 2003-02
EN 60950: April 1999 and August 1992, A1, A2, A3, A4, A11

(title and/or number and date of issue of the standard(s) or other normative document(s))

For assessment, see

- Statement of Opinion N° 01214050/AA/04 of 3 March 2005 issued by Telefication, The Netherlands
- Test report s FLI 12-00-007, FLI 12-01-008, FLI 12-01-009 of 26 February 2001, FLI 12-01-001, FLI 12-01-002, FLI 12-01-003 of 12 January 2001, FLI 12-01-015 of 30 January 2001, FLI 12-01-052, FLI 12-01-053, FLI 12-01-054 of 26 November 2001, FLI 12-01-058 of 18 December 2001, FLI 12-03-005, FLI 12-03-006, FLI 12-03-007, FLI 12-03-008 of 12 March 2003, FLI 12-03-015, FLI 12-03-016, FLI 12-03-017, FLI 12-03-018 of 14 May 2003, FLI 12-05-007 of 16 February 2005 and FLI 12-05-011 of 24 February 2005 prepared by Furuno Labotech International Co., Ltd., Japan
- Test report 96303200 of 5 April 1995 prepared by Telefication, The Netherlands
- Test report TI-1477 of November 1995 prepared by Furuno Electric Co., Ltd., Japan
- Test reports K03-17-164, K03-17-165, K03-17-166, K03-17-169 of 19 November 2003 and K03-17-173, K03-17-174, K03-17-175, K03-17-188 of 5 January 2004 prepared by Furuno Electric Co., Ltd., Japan

On behalf of Furuno Electric Co., Ltd.

Hiroaki Komatsu
Manager,
International Rules and Regulations

(name and signature or equivalent marking of authorized person)

Nishinomiya City, Japan
March 17, 2005

(Place and date of issue)